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CREDITS
Cover: The Simpsons ™ &(C) 1991 Twentieth Century Fox Film Corp. All Rights Reserved. Krusty's Fun House is trademark of Acclaim Entertainment, Inc.
Poster: Main image (C) 1991 Autosport. Johnny Herbert in Lotus's latest.

SPECIAL THANKS TO
Newsfield for giving us no sleepless nights.

DINGBATS MESSAGE
✦✡❊✣✥✦✳✶ ✦✩✧✳❊✥✢ ✦❊✫✭
✧✡✹✢✫✹✫

(C) 1992 Paragon Publishing Ltd.
Look, you've heard about Sega and Acclaim. Well that's nothing to the Paragon machine when it gets rolling on people who rip off our stuff. You have been warned.

Competition rules: Don't enter if you don't know the answers. Any trouble, ring Melanie – she's good at excuses.

Exit: If only Robert Maxwell were alive today. He'd look at the way Sega was run and say: "...
(Complete and send to Exit Compo at the usual address for a chance of a freebie.)

PS: The gross postcard comp is still running, so send those entries in!

conte

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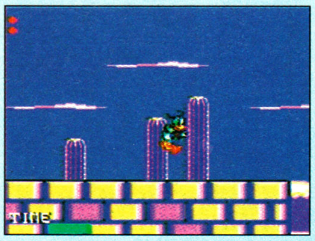
DON'T LOSE YOUR HAIR!

Turn to page 24 now for the ProGuide t

MAXIMUM OVERDRIVE

Ten goodie bags filled with great add-ons for your Sega..................22



DONALD DUCK ...30

Don't quack up, it's Disney's latest.

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Moto Roader on the Mega Drive?

nts

HEDGEHOG
FOOTBALL
STREETS
SPIDER-MAN
QuackShot
HOCKEY

SEGA SOFTWARE SHOP SHIFT!

£750-worth of Sega software of your choice to win. Read and phone on page 61.

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BURG
2
SAITH
3
MERIDIA

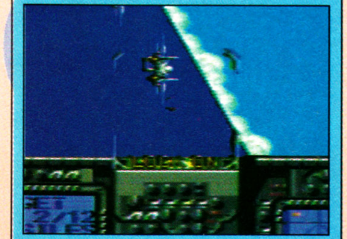
2

YOUR YEAR IN VIEW

From Alien 3 to Wheel of Fortune

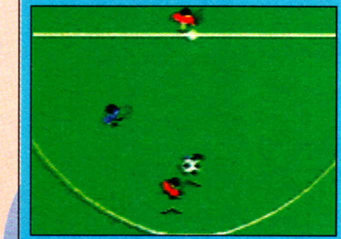
the next 12 months

Turn to page 18 fast for part four of the sensational Sega software showdown – the most comprehensive collection of reviews and pictures for every Mega Drive, Master System and Game Gear game ever released.



G-LOC................40

The fastest Master flyer yet!



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Playable and visible – a miracle!

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World exclusive review!

DOUBLE DRAGON II ..62

Worst game ever?

HAPPY 1992!

SegaPro#3 completely sold out across the UK, so if you missed it and still want to get hold of the great tips book that was with it, you can order both the issue and book from the back issues department for £2.75. Stocks are running out fast.

Right, with that little bit of sales out of the way, on with telling you what we've got in store for you in the next 84 pages.

First off, how can I ignore the SegaPro Guide to 1992 on pages 24-27. When compiling this feature, even Les was surprised at the amount of excellent games Sega have got lined up for the next 12 months. Nowhere else will you find such a comprehensive preview of 1992 on Sega.

There's also a great rundown of all the excellent releases at America's premier video games show, the CES, on pages 10-12. Reviewed on Mega Drive this month are first looks at *Winter Challenge, Undeadline* and *California Games*, as well as the F-1 head-to-head and disappointments from the *Double Dragon* and *Golden Axe* sequels. Master System owners should be jumping for joy at the glowing reviews of *Donald Duck, G-LOC* and *Bubble Bobble*, while Game Gearers have the best version of *Sonic, Super Kick Off* and *The Berlin Wall* amongst others.

Finally, take a look at page 77 for a cryptic advert about something we've got lined up for release in the next few months.

SEGA PRO
AYE CARUMBA!

Dom Handy

THE SEGAPRO CREW

Damian Butt
Fave games: *F-1 GP (MD), Bubble Bobble (MS), Berlin Wall (GG)*
The Funky Horror Band are here on Mega-CD. Strumming away on bass is none other than the country's top Sega gamesplayer, The D Man.

Les Ellis
Fave games: *F-1 Circus (MD), Bubble Bob (MS), Donald Duck (GG)*
"I thought you said sex on the phone," exclaimed Les, but no, we said saxophone and that's what the grim reaper plays when singing the blues.

Dominic Handy
Fave games: *Winter Challenge (MD), Donald Duck (MS), Sonic (GG)*
A big thumbs up from Dom on keyboards. No-one is safe from the sampling microphone of Dom. Watch out Chris Lowe, there's a new boy in town.

Richard Monteiro
Fave games: *Golden Axe II (MD), Bubble Bobble (MS), Sonic (GG)*
Freddie Mercury may be dead, but another young star has stepped into his shoes. Rich leads the croons as the pretty boy of the group.

Andrew Smales
Fave games: *F-1 GP (MD), Donald Duck (MS), Donald Duck (GG)*
On backing vocals all the way from Shropshire comes the Smalesman. Many arms means light work for this insect who trained with the Bee Gees.

Di Tavener
Fave games: *Double Dragon II (MD), Beast Warriors (MD)*
Trying to keep everyone in time (and on time) is Di banging her big drum. Don't be too late or the sticks could come looking for something else to hit.

EARNEST EVANS

F.H.B
FUNKY HORROR BAND
SEGA

MEGA-CD ARRIVES!

The long-awaited Mega-CD unit for the Mega Drive has finally arrived in the UK. Along with it, the British public – who have for so long been denied a popular CD-based games system – have also received the first few batches of games. The first to arrive were *Heavy Nova* (a beat-'em-up) and *Sol-Feace* (a shoot-'em-up). These were swiftly followed in mid-January by the much-acclaimed *Earnest Evans* adventure and the strangely titled *Funky Horror Band,* based on the antics an infamous collection of insectoid musicians. The games are currently selling for between £40-£50 from grey importers, although prices are expected to drop as we get nearer to the official UK release of the unit which is rumoured to be around July of this year. The UK price of the Mega-CD is expected to be £299.

SONIC GAME OF THE YEAR

Sega cleaned up in the 1991 "Industry" awards at London's Intercontinental Hotel. Surprisingly, GG *Shinobi* won the hand-held game of the year, beating the likes of *Mario* and *WWF* on the Gameboy. A little less surprisingly was *Sonic the Hedgehog* who won the 16-bit video game of the year award beating all-comers with arrogant ease. The Master System version also picked up the award for best 8-bit video game of the year, beating *Mario 3* and *Turtles* on NES.

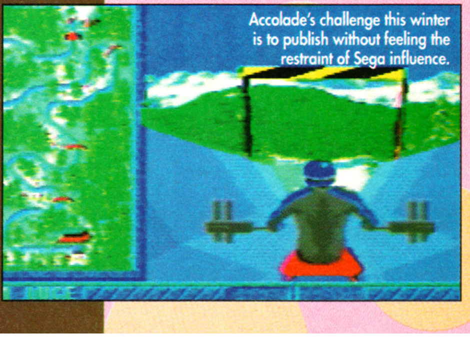
But the adulation didn't stop there. Sega also won the controversial best promotional campaign award. Meanwhile hot shot Sega publishers Electronic Arts stepped in to win the software house of the year award, making it Sega's most successful award ceremony in the UK. A sign of the times, indeed.

ACCOLADE UNDER SEGA AXE

The long running court battle between Accolade and Sega has taken a new turn. In case you're not up on Sega's latest little confrontation, they were in the process of suing Accolade in America because Accolade developed and released some games without going through the rigmarole of getting an official license.

Being America, Accolade have met this lawsuit with a counter suit of their own, claiming that Sega were guilty of restrictive practices. Accolade claim that Sega have been consistently putting unfair pressure on retailers and distributors all over the world not to purchase Accolade carts. In the US, it has even reached the extent that Sega have put pressure on the people who supply Accolade with the ROM chips for their carts, causing a temporary halt of production.

Are Sega trying to beat Nintendo in both the games, machines *and* lawsuits?



Accolade's challenge this winter is to publish without feeling the restraint of Sega influence.

AXE LANDS ON UBISOFT TOO

In the first couple of issues of SegaPro, you will have noticed some pretty hot games that were going to be distributed in this country by Ubi Soft, a French outfit. These included great titles like *Arcus Odyssey, Raiden Trad* and *El Viento*. Just as things were starting to take off for Ubi Soft, Sega have steeped in to slam the brakes on the whole procedure. For reasons unknown, Sega don't want these games available to the gamesplaying public in this country. Is there something in *El Viento* that could corrupt the nation?

Although to many it would seem Ubi Soft are just acting like grey importers, and you would think Sega can do nothing about this. The matter is still under intense discussion and details will be released shortly.

ACCLAIM GRAB MIRRORSOFT

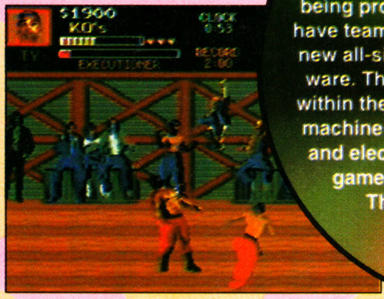
Like Mario, Maxwell is dead (so we're told). And it looks like a lot of his companies are following suit as the administrators of his assets try to get some money back to pay off the pensioners (er, we didn't say that). Of course, this also means that Mirrorsoft, Maxwell's pioneering software company, are affected. Although they were not directly involved with the troubled parts of the group, they were linked to them and as a result were quietly put up for sale. First in the queue to buy the lucrative company were Acclaim, who themselves were sub-licensing products to Mirrorsoft for the Master System and Game Gear.

Although Acclaim admit that some redundancies are inevitable as they absorb Mirrorsoft's operations into their own UK set-up, the American company (who are Nintendo's biggest name third-party licensee) do hope to retain a few key staff. As far as the gamesplaying world is concerned, it shouldn't affect the release of Mega Drive and Game Gear versions too much, although it is still unclear whether Acclaim will be continuing Mirrorsoft's Master System products.

Look out for *Smash TV* soon. Appearing on MD, GG and MS

PIT-FIGHTER DELAYED

Originally, the official release date of *Pit-Fighter* was January. But this great game (which the TV prog Gamesmaster gave an unbelievably tight 59%!) has been delayed in the UK till the end of February. This reason is unclear as the game is completely finished and already on sale in Hong Kong and the US. These versions are available for around £50 on import, so if you can wait, you might save a few bob.



NEW JVC CD!

Hot on the heels of the Mega-CD comes news that a new CD-ROM unit is being produced for the Mega Drive. JVC have teamed up with Sega to produce this new all-singing all-dancing piece of hardware. The machine is due to be released within the next four months in Japan. The machine will mainly be marketed in hi-fi and electrical shops, leaving the video game market to Sega themselves. The machine will be sold at around ¥44,800 which equates to around £200.

•PRODATES•

1/92	Terminator (MD)	USA
1/92	Toki (MD)	UK
1/92	BTTFII (MD)	UK
1/92	BTTFIII (MD)	UK
1/92	Buck Rogers (MD)	UK
1/92	Lakers Vs Celtics (MD)	UK
1/92	Wonder Boy: Monster World (MD)	UK
1/92	Ninja Burai (MD)	UK
1/92	Speedball 2 (MDK)	UK
1/92	Asterix (MS)	UK
1/92	Shadow of the Beast (MS)	UK
1/92	Shadow Dancer (MS)	UK
1/92	Xenon II (MD)	UK
1/92	Fire Shark (MD)	UK
1/92	The Flintstones (MS)	UK
24/1/92	Joe Montana II (MD)	Japan
24-26/1/92	Benelux Computer 92	Holland
25/1/92	Brighton Computer Fair	Brighton
25-29/1/92	British Toy and Hobby Fair	Earls Court
28/1/92	Gamesmaster	Channel Four
31/1/92	Lunar: The Silver Star (CD)	Japan
31/1/92	Sorcer Kingdom (MD)	Japan
31/1/92	Ju Ju Legend (MD)	Japan
31/1/92	Tecmo World Cup (MD)	Japan
31/1/92	Rings of Power (MD)	USA
31/1/92	Berlin Wall (GG)	USA
31/1/92	Spider-Man (GG)	UK
31/1/92	Putt and Putter Golf (GG)	UK
2/92	Desert Strike (MD)	USA
2/92	Marble Madness (MD)	USA
2/92	Death Duel (MD)	USA
2/92	Earnest Evans (MD)	USA
2/92	Exile (MD)	USA
2/92	Syd of Valis (MD)	USA
2/92	Traysia (MD)	USA
2/92	Star Odyssey (MD)	USA
2/92	Fighting Master (MD)	USA
2/92	Chuck Rock (MD)	USA
2/92	Paperboy (MD)	USA
2/92	Hard Drivin' (MD)	UK
2/92	Klax (MD)	UK
2/92	Pac-Mania (MD)	UK
2/92	Ms Pac-Man (MS)	UK
2/92	Klax (MS)	UK
2/92	Roadblasters (MD)	Japan
2/92	Alien Syndrome (GG)	Japan
2/92	Two Crude Dudes (MD)	USA
1/2/92	All Formats Computer Fair	Donnington Park
1/2/92	London Computer Fair	Westminster
2/2/92	All Formats Computer Fair	Haudock Park
4/2/92	Gamesmaster	Channel Four
7/2/92	Stormlord (MD)	Japan
8/2/92	All Formats Computer Fair	Washington (UK)
11/2/92	Gamesmaster	Channel Four
14/2/92	Valentine's Day	UK/US
14/2/92	Ambition of Caeser II (MD)	Japan
14-17/2/92	16-bit Computer Show	Wembley
17/2/92	Outrun Europa (MS)	UK
17/2/92	Golden Axe 2 (MD)	UK
17/2/92	Wide Gear (GG)	UK
18/2/92	Gamesmaster	Channel Four
19-23/2/92	Computer Arena	Cyprus
20/2/92	SegaPro#5 on sale	UK

Key: CD = Mega-CD, MD = Mega Drive, MS = Master System, GG = Game Gear.

Remember: These dates are supplied to SegaPro in good faith. Tuesdays, programming hitches, stability of the ECU, Les's hairstyle and numerous other natural disasters can and do cause release deadlines to be missed. SegaPro cannot be held responsible in such cases, so don't give us an ear-bending when a game on the release schedule fails to meet its release date. Also, games launched in Japan/US can take a week or so to appear in the UK via importers.

VIDEO GAMES SWAP (UK)

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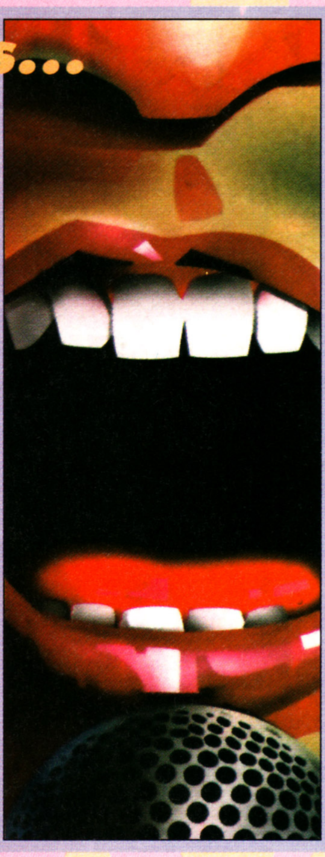
CUT OUT OR PHOTOCOPY THIS ORDER FORM

Whispers...



Who said that? Shsh. Shut the curtains and turn on all the taps. Right the coast is clear. Remember, if anyone asks, you didn't get this from me.

A company called Vaporware over in the States has a very interesting game in development called *Uncle Al's Bigtop Fun*. It's being created on the Mega Drive, but no release plans are available yet.

Earnest Sega super hero Sonic is making a reappearance in the summer. Just about everyone knows that. But did you know that he may well be making a special CD-ROM outing as well?

Hot on the heels of the two amazing racing games in this issue comes a whisper (more like a shout) that Sega have signed up Ayrton Senna. The Mega Drive version will be an 8Mbit cart with battery back-up, which should put it way ahead of the pack. The Master System and Game Gear versions will be normal 2Mbit carts.

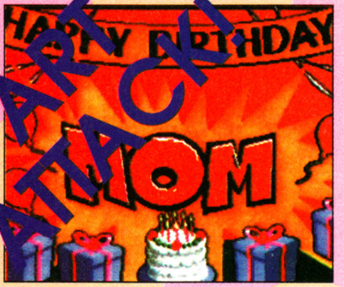
Razorsoft, they of *Stormlord* fame, are bringing out a game in the States that they are recommending no-one under the age of 12 plays. The game, called *Slaughtersport*, is your basic beat-'em-up but the graphics are pretty bloodthirsty. We saw the game a while back (under the guise of *Fatman*), and felt it was quite fun.

How about this for one of the strangest sounding names ever? *Where in the World is Carmen Sandiego?* will be making an appearance later this year from Electronic Arts. The box it comes in will be twice the thickness of a normal one, and should contain some sort of encyclopaedia.

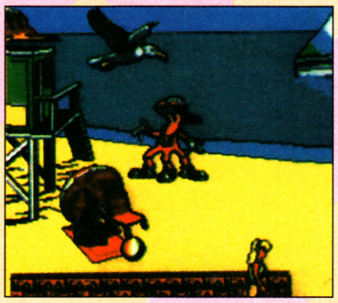
After the stunning success of *James Pond II – The Adventures of RoboCod* (number one in the import charts), EA are going to turn it into an ongoing series. This means that *James Pond III* is already in development, and should be released this summer.

Uh oh, I can hear someone coming. I've got to go now, see you next month. There are more titbits in the 1992 preview on page 24.

ART ATTACK!



News has reached our ears of a new kind of cart for the Mega Drive from Sega. It isn't an arcade game, it's not an RPG, it's not even an adventure. In fact, *Art Alive* is a graphics package that lets you draw all kinds of pictures on your Mega Drive. The cart comes complete with some built-in pics to start you off, along with a few sprites like Sonic, ToeJam, etc.



Unfortunately Sega seem to have overlooked one minor detail. As far as we can tell, there is no save feature on the cart so the only way to do anything like save the game is to hitch the Mega Drive up to a video recorder. Still, it will be interesting to see what it can do when and if it reaches these shores. Currently, it's only available in the USA.

THE WINNERS

Who won what and why in SegaPro#2...

ACTION REPLAY

(Datel)

The winners of the Datel Action Replay competition all receive one of the brilliant Action Replay carts and a not-quite-so-brilliant Datel T-shirt.

MD Jolley from Cambridge, Jonathan Stew from Kingswinford, L Taylor from Manchester, Chris Marshall from Sandown, Roy Storey from Hawick in Scotland, Mark Lingfield from Worcester, Jim Bryant from Portsmouth, Mark Wood from Crawley, Tony Burt from Burgess Hill, Chris Conway from Co. Tyrone, Eric Taylor from Manchester, Mark Greshon from York, Shane Forkner from Stanford-le-Hope, Brendan Horrigan from Humberside, Michael Court from Grimsby, Ben Chisholm from Richmond, Mike Ruddy from Orpington, Royston Almey from Earl Shirlton, Lorrie Headley from Kilmarnock and Peter Hanwright from Chester. Well done, you lot. Your carts and T-shirts are on their way.

SEGA SYSTEMS

(SegaPro)

The Superb Sega System Giveaway proved to be a popular compo and the three lucky winners are Damian, Les and Dominic. Hang on a minute, that's not right, who drew these winners? Les! The real winners are...

Alex King from Kinsbourne Green who wins the Master System, Kristian Stretten from Maidstone who wins the Mega Drive and Jeremy Waite from Enfield who gets a Game Gear.

If you don't see a sign of your prize within the next three weeks, you can always phone Di Tavener on (0225) 765086 who will no doubt fob you off with a decent excuse.

FAIR ENOUGH?

The All Formats Computer Fair is fast becoming like Martini. You know, any time, any place, anywhere. Anyway, the next batch of dates for you to check out are printed below. Pop along if you want some great bargains for both Sega hardware and software.

26 January – City Hall, Candleriggs, Glasgow.
1 February – Donnington Park, Junction 23a, M1.
2 February – Haydock Park, Junction 23, M6.
8 February – Northumbria Centre, Washington, A194 (M).
All the fairs open at 10am and finish around 4pm.

PROCHARTS

Compiled with the gracious help of Kingbit Games and KC's Computer and Console Magic.

MEGA DRIVE

1	*NE*	**James Pond II – RoboCod**
2	*NE*	**John Madden 92**
3	*3*	**Sonic**
4	*8*	**Streets of Rage**
5	*6*	**Road Rash**
6	*2*	**Quackshot**
7	*NE*	**Golden Axe II**
8	*RE*	**PGA Tour Golf**
9	*RE*	**Golden Axe**
10	*NE*	**Fighting Masters**

GAME GEAR

1	*NE*	**Sonic**
2	*NE*	**Donald Duck**
3	*1*	**Ninja Gaiden**
4	*RE*	**Super Monaco GP**
5	*NE*	**Golden Axe**
6	*NE*	**GG Aleste**
7	*NE*	**G-LOC**
8	*4*	**Shinobi**
9	*NE*	**Heavy Nova**
10	*NE*	**Halley Wars**

MASTER SYSTEM

1	*1*	**Sonic**
2	*NE*	**Donald Duck**
3	*NE*	**Psycho Fox**
4	*NE*	**Hang On**
5	*NE*	**G-LOC**
6	*NE*	**Alien Storm**
7	*NE*	**Populous**
8	*8*	**Mercs**
9	*NE*	**Strider**
10	*NE*	**California Games**

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WOODY POP	16.99

Gameboy 69.99

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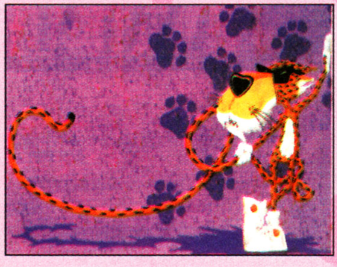
NEWS FROM USA

MARIO IS DEAD!

The Mega Drive Game Genie, pioneered by Code Masters, was previewed for the first time at the CES. Like Datel's Action Replay, the Genie allows you to change and customise the play of games. When the Game Genie arrives in the UK around Easter time it will sell for £49.99.

In typical fashion of late Sega dominated the computer/console leisure hall (Nintendo had to make do with a tent outside the main exhibition area). It is claimed by Sega US that Sega hardware is outselling Nintendo hardware by two to one in the States. A phenomenal achievement given Nintendo's dominance of the '80s. But it's not hard to see why Sega are the new stars when you discover its phenomenal line-up for 1992.



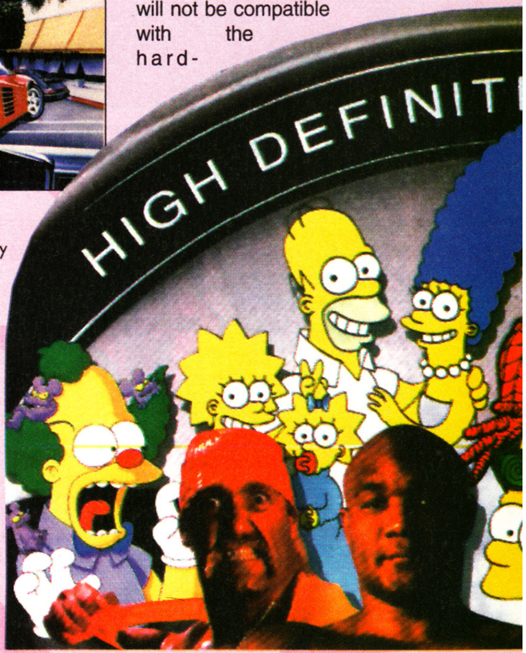
Clockwise from the left: the Video Entertainment Centre is a heavy duty moulded plastic unit that holds everything for your gaming needs. It'll house a Mega Drive or Master System, 16 carts, controllers and more. Meanwhile, this pawsomely cool cat is none other than Chester Cheetah – he'll be out soon enough on a Sega Mega Drive near you. Finally, above, Taito's hit 'n' run *Chase HQ* is coming soon for the Game Gear.

While Sega's presence could clearly be felt, there was both delight and dismay at what was displayed. Without doubt the biggest disappointment was the Mega-CD launch... it simply didn't happen. A crying shame, but not wholly unexpected due to the lack of finished/translated CD software. There was a Mega-CD on show, but it wasn't part of the Sega display and it wasn't a US version (it was a Japanese import surreptitiously sneaked in).

Although not confirmed, it is widely believed Sega will launch the Mega-CD at the June CES in Chicago. This is contradictory to information which Sega US previously released stating Mega-CD units would be in the shops by Easter. Ho hum.

The longer Sega US - and of course Sega Europe - stave off the launch of the Mega-CD, the better chance Nintendo has of recapturing lost ground with the Super NES and subsequently the CD box for its console. But Sega know that. Right?

On the subject of the Mega-CD, Sega US are claiming that there will be four different Mega-CD operating systems for each of Sega's four world regions. These include Japan, North America, Europe and Southeast Asia. Apparently no Mega-CD system will be completely compatible with another system from another region. Furthermore, software from one region, claim Sega, will not be compatible with the hard-



SEGA 1992 THIRD PARTY LICENSEE RELEASE INDEX
GAME GEAR

Title	By	Date
Alien 3	Arena	TBA
Bart vs Space Mutants	Acclaim	TBA
Berlin Wall	Kaneko	1/92
Chase HQ	Taito	10/92
Double Dragon	Virgin	TBA
Gadget Twins	Gametek	5/92
G Foreman Boxing	Acclaim	TBA
Indiana Jones	US Gold	TBA
Jeopardy	Gametek	9/92
Junction	Bignet	TBA
Marble Madness	Tengen	5/92
Mc Kids	Virgin	TBA
Olympic Gold	US Gold	TBA
Paperboy	Tengen	4/92
Popils	Tengen	TBA
Rampart	Tengen	10/92
Rastan's Revenge	Arena	TBA
RC Grand Prix	Absolute	5/92
Robin Hood	Virgin	TBA
Spider-Man	Acclaim	TBA
Super Off Road	Virgin	TBA
Wheel of Fortune	Gametek	5/92

Please note because this is a US release schedule, there are some titles that might not appear officially in the UK. Likewise, there are other titles which will originate in Europe that haven't been mentioned as they may not be released in the States.

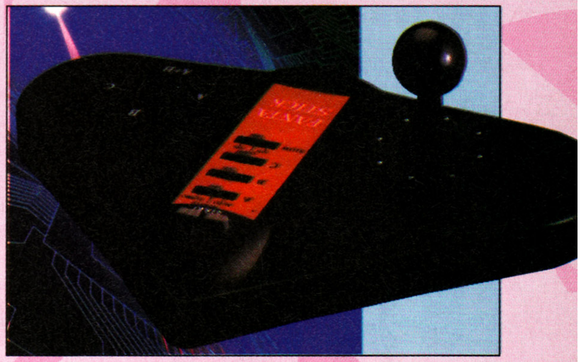
No Mega-CD...

Las Vegas: sun city or sin city depending what you do, where you go and who you see. But it's more than that... Vegas is the venue for the regular Autumn CES (Consumer Electronics Show). Between the 9th and 13th of January, Vegas hosted the 25th CES. A reported 75,000 trade visitors made the journey to discover what the hits and headliners of 1992 would be. SEGAPRO was there...

ON GRAPHICS

ware from another. But then they would say that to prevent grey importing. That said, there have already been reports of some problems getting equipment from different regions to work happily together. Likewise, there have been tales of complete harmony. Until the Mega-CD and its software is available in abundance throughout the four regions, it's impossible to get the true picture. Stay tuned.

Finally, on the subject of the Mega-CD, Sega will be releasing a RAM backup cart for saving your position and so forth in games. The Mega-CD already comes with 64KBits (8K) of its own backup RAM, but this is deemed to be too little. No price, no release date – no kidding!



Daou introduced a new joystick at the show called the Fantastick which, when connected to a Mega Drive, offers rapid fire of any of the buttons, special combined A and B button and slow motion. The stick weighs in at $49.99 (around £28). Also on the way, this time from Sega, is a new control pad for the Mega Drive called Striker which features an independent firing mechanism for, says the blurb, an increase in your overall firepower.

Speak softly

Undoubtedly the biggest launch for Sega at the show was software based. Like the man who's lent his name to the game (world champ heavyweight boxer Evander Holyfield), the cart is going to be huge. Not only in terms of Mbits, but audio visuals and playability.

Launched with a special appearance by the big man himself, the game was unveiled to gasps by the attentive audience. Forget any preconceived ideas you might have after seeing the likes of *James "Buster" Douglas Knockout Boxing* (aka *Final Blow*); this baby is going to blow your mind. In superb 3-D, the camera zooms around the boxing ring before the players come together in an explosive mix of brain-blitzing mayhem and adrenaline-inducing action. The onscreen boxers are massive and yet move remarkably fluidly. It's Sega's next big game - and it shows.

But there's much more coming from Sega. In the panels on the side of the page you can see the release schedule for Sega's third party licensees. Following is a rundown of what to expect from Sega direct.

Mega Drive first and in no particular order: *Mario Lemieux Hockey* (aka *Sega Hockey* in Europe), *Kid Chameleon, David Robinson's Supreme Court, MLBPA Sports Talk Baseball, Dungeons & Dragons: Warriors of the Eternal Sun, Toki Going Ape Spit, Art Alive, Alisia Dragoon, Wonder Boy in Monster World, Ayrton Senna's Super Monaco GP II.*

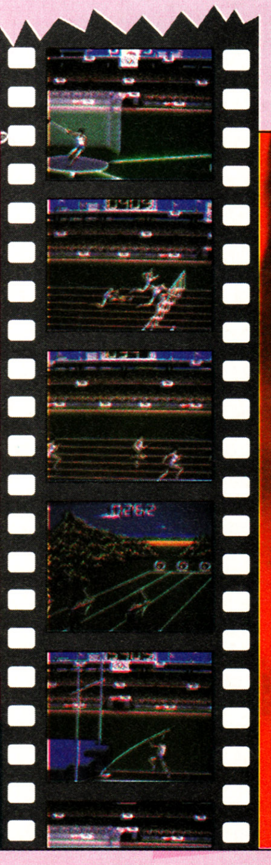
Continued on page 12 ➡

GO FOR GOLD!

US Gold have scooped up arguably the most prestigious license of 1992. Notably, a sports game based around the Summer Olympics held in Barcelona this year. Called *Olympic Gold*, this official licensed version of the Olympic Games will take you through seven challenging events: 100 meter sprint, 110 meter hurdles, hammer throw, archery, pole vaulting, springboard diving, 200 meter freestyle swimming. The game will appear on all Sega formats and should be released to coincide with the Games.

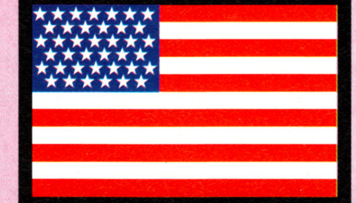
Also coming soon from US Gold on the Mega Drive is *World Class Leaderboard* and *Indiana Jones and the Last Crusade. Leaderboard Golf*, for those that have been living their life in a sand bunker, lets you tee off from some of the most famous golf courses in the world.

Looking further ahead, there's *Strider II* (Game Gear and Mega Drive) and *Out Run Europa* (Game Gear only) to watch out for.



SPIDER-MAN
BOXING
GAME GEAR
GAME GEAR
GAME GEAR

NEWS FROM USA



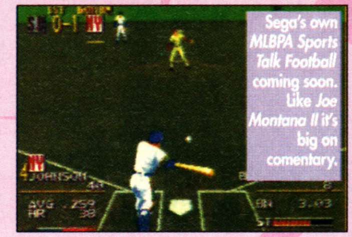
Sadly Master System owners are in for a raw deal in the States. The only game being previewed was *Ninja Gaiden*. Mind you, it looks amazing. Excellent graphics and very fast-moving action. Unfortunately the MS is barely alive in the States, and owners typically look to Europe for the latest releases from companies like US Gold, Tecmagik, Domark, Grandslam, Virgin and so on.

Game Gear wise the States lag far behind the Japanese which explains why you'll have heard – though not necessarily seen – many of the following: *Batter Up, Berlin Wall* (Japanese version reviewed this issue on page 32), *Chessmaster, Clutch Hitter, Devlish, Halley Wars, Joe Montana Football, Junction, Leaderboard Golf, Shinobi, Super Monaco GP II, Ninja gaiden, Pac-Man, Popils, Space Harrier, Aerial Assault, Ax Battler, Chase HQ, Crystal Warriors, Fantasy Zone.*

Other bits

Renovation, perhaps best known for their recent hits on Mega-CD, are to convert those successes onto cartridge. The shoot-'em-up *Sol-Feace* will be making an appearance under the guise of *Sol-Deace*. You're right, the title's still meaningless. So too will the arcade adventure and follow up to *El Viento, Earnest Evans*. Both games will come on 8Mbit carts and will naturally shed all the wonderful CD-quality sound and between level animations.

Together with *Winter Challenge* (reviewed on page 54), Accolade will be busy over the next few months as they go into overdrive to release *Test Drive II, Double Dragon* and *Super Off-Road* on the Mega Drive. All classic games which should play a treat.

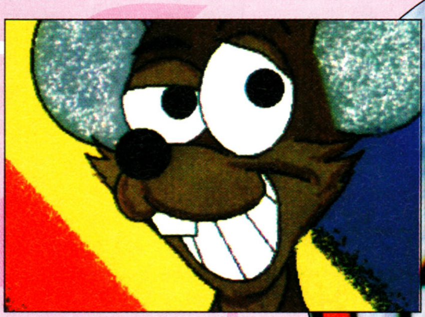


Sega's own *MLBPA Sports Talk Football* coming soon. Like *Joe Montana II* it's big on comentary.

Possibly the most prolific publisher of Mega Drive software at present is Electronic Arts. And true to form, a clutch of titles were on display. In no particular order: *Where in Time is Carmen Sandiego?, Black Crypt, Jordan vs Bird: One on One, Bulls vs Lakers and the NBA Playoffs, Leander.*

Where in Time is Carmen Sandiego? is a massive game (edutainment title, sorry Simon) and the first of the hugely popular Carmen series to appear on the MD. The 8Mbit cart will come bundled with a rather large encyclopedia; as you can imagine the complete package will look impressive. Anyway, Carmen and her pals manage to get their hands on a time machine and travel back through history. In over 80 different missions, you are a detective and piece together clues about the theft of important historical items dating back from 400AD to the 1950s. Look out next issue for a big preview of *Carmen Sandiego* – undoubtedly one of the most important events in MD history.

Finally, the good news is that Acclaim are smashing onto the Sega scene with countless top licenses including *Simpsons, Smash TV, George Foreman Boxing, Ferrari Grand Prix, Arch Rivals* and *Terminator 2.* 1992 is going to be a damn fine year. Stick around.



Here's a first on the Mega Drive – a cart which will let you design images or use ready made ones and animate them. *Art Alive* is an art-cum-animation package for your Mega Drive. Graphic packages exist in one form or another on computers, but this is a first for consoles, and certainly makes a change from blasting aliens, rescuing distressed damsels or looking for lost treasure. You don't need a heap of artistic talent as *Art Alive* contains over 50 pre-drawn images – sprites like ToeJam & Earl and numerous backgrounds – for you to manipulate.

MUSICAL CHAIRS

Sit down for this! Two rival firms in the US have released similar accessories for the Mega Drive: chairs. These are no ordinary chairs though. Both feature moulded grips with fire buttons which emulate the Mega Drive's joypad. In short, you use the chairs to control the action onscreen. This brings a whole new zany dimension to gameplaying. The chairs aren't powered, so you won't feel the thing vibrate as you smash into a tree or perform a 360 in games like *Hard Drivin'*. It's up to you to add movement. Both firms confirmed they would be looking for UK distributors and hoped for a price of around £100.

Games 2000's Super Chair, pictured to the left, has steadfast grips. You move your onscreen character by wobbling in your seat. It's a bizarre sensation at first, but ends up as an enjoyable fidget on a wobbly chair. Power Marketing's... er, Power Chair (Stealth Model 7000) has directional which means you must move them to move your onscreen character.

SEGA 1992 THIRD PARTY LICENSEE RELEASE INDEX

MEGA DRIVE

Title	By	Date
Alien 3	Arena	9/92
American Gladiators	Gametek	10/92
Arch Rivals	Acclaim	TBA
Atomic Runner	Data East	4/92
Back to the Future III	Arena	TBA
Bart vs Space Mutants	Acclaim	9/92
Batman: Return of Joker	Sunsoft	TBA
Battlemaster	Arena	TBA
Battlewings	Creation	3/92
Beast Wrestler	Renovation	TBA
Black Crypt	EA	TBA
Breach	Treco	4/92
Buck Rogers	EA	TBA
Bulls vs Lakers Basketball	EA	4/92
Cadash	Taito	4/92
Cal .50	Mentrix	1/92
Carmen Sandiego	EA	3/92
Chase HQ	Taito	10/92
Chess Master 2100	Toolworks	TBA
Chester Cheetah	Kaneko	TBA
Chuck Rock	Virgin	2/92
Corporation	Virgin	3/92
Cross Fire	Kyugo	TBA
Death Duel	RazorSoft	2/92
Desert Strike	EA	2/92
Devilish	Creation	3/92
Devil Shock (Devil Crash)	Technosoft	TBA
Earnest Evans	Renovation	2/92
Elemental Master	Technosoft	TBA
Exile	Renovation	2/92
Ex Mutants	Creation	10/92
Ferrari Grand Prix	Acclaim	TBA
Fighting Master	Treco	2/92
The Flintstones	Taito	9/92
Gadget Twins	Gamtek	6/92
George Foreman Boxing	Acclaim	9/92
Growl (Runark)	Taito	1/92
Heavy Nova	Bignet	TBA
Hit the Ice	Taito	11/92
Indiana Jones	US Gold	TBA
Jeopardy	Gametek	9/92
Jordan vs Bird	EA	3/92
Kabuki	Kaneko	TBA
Karate Blazers	McO'River	TBA
Kargeti 2	Kaneko	TBA
The King Salmon	Creation	7/92
Krusty's Funhouse	Acclaim	TBA
Lemmings	Sunsoft	3/92
Lord of the Rings	EA	4/92
Master of Monsters	Renovation	TBA
Mc Kids	Virgin	TBA
Mystical Fighter	Dreamwrks	4/92
Olympic Gold	US Gold	6/92
Paperboy	Tengen	2/92
Pigskin	RazorSoft	3/92
Predator 2	Arena	9/92
Quad Challenge	Namco	TBA
Railroad Tycoon	MicroProse	6/92
Rampart	Tengen	5/92
RBI-3	Tengen	TBA
RBI-4	Tengen	TBA
Rings of Power	EA	1/92
Road Riot 4WD	Tengen	9/92
Roadblasters	Tengen	TBA
Rolling Thunder 2	Namco	12/92
Side Pocket	Data East	6/92
Slaughter Sport	RazorSoft	TBA
Smash TV	Acclaim	9/92
Sol-Deace	Renovation	3/92
Solo Flight	MicroProse	9/92
Splatterhouse 2	Namco	6/92
Star Odyssey	Creation	2/92
Steel Talons	Tengen	9/92
Stormlord 2	RazorSoft	5/92
Strike Eagle 2	MicroProse	6/92
Superman	Sunsoft	TBA
Syd of Valis	Renovation	2/92
Task Force Harrier Ex	Treco	4/92
Terminator	Virgin	1/92
Terminator 2	Acclaim	TBA
Traysia	Renovation	2/92
Trouble Shooter	Vic Tokai	TBA
Two Crude Dudes	Data East	2/92
Valis	Renovation	3/92
Vampire Killer	RazorSoft	TBA
Warrior of Rome	Bignet	TBA
Warsong	Treco	1/92
Wheel of Fortune	Gametek	6/92
World Class Leaderboard	US Gold	4/92
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Lemmings 2 on MD – you heard it here first!

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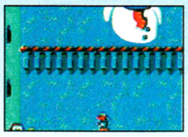

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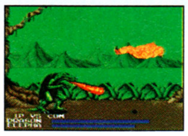

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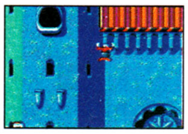

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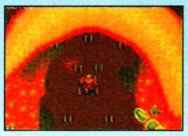

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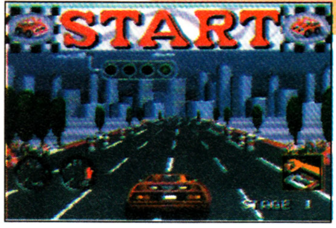


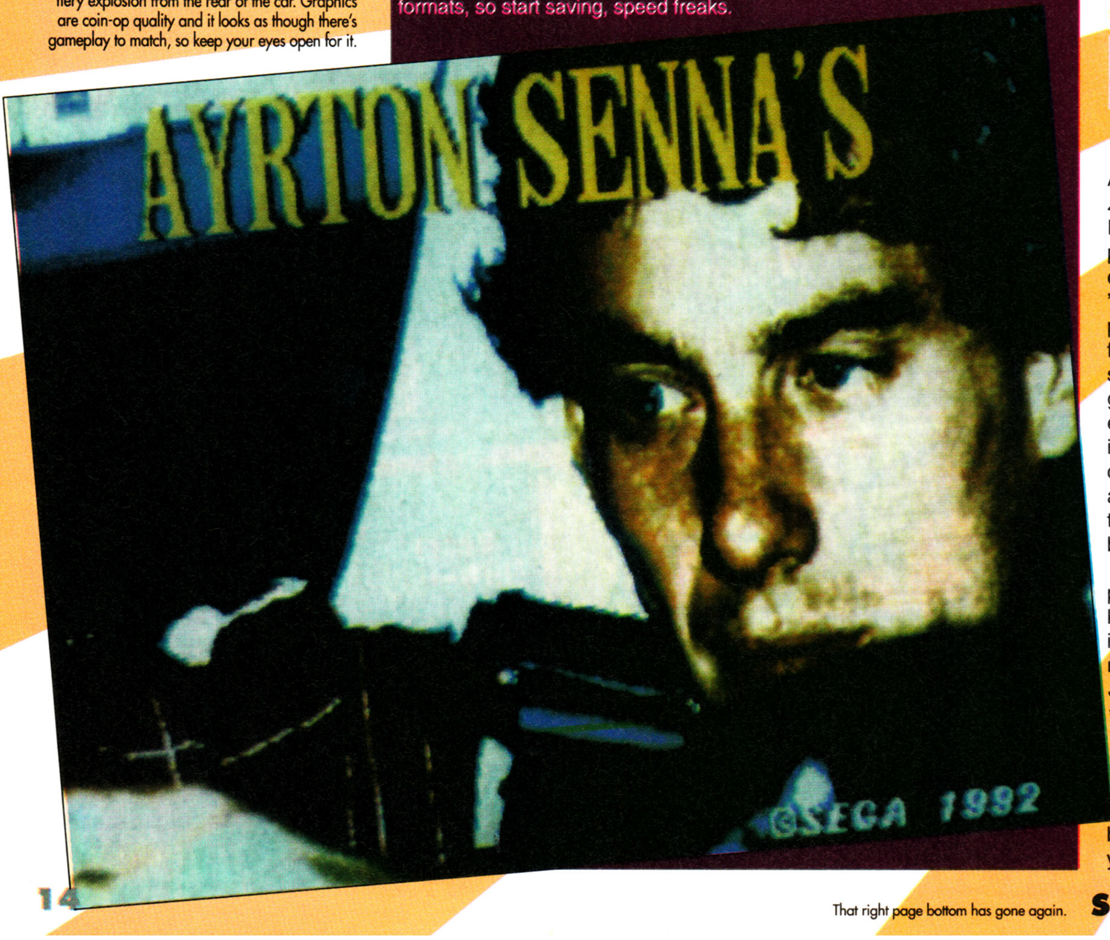
Turbo Out Run (another sequel) is about to screech onto the MD this March. You drive a Ferrari from New York to LA. It's more colourful than the original, has loads more cars and obstacles to avoid and above all there's more variety than its parent. Strategy also rears its head more than once because apart from racing madly around hairpins at 200kph and dodging other cars, you must watch that your engine doesn't overheat in a gorgeous fiery explosion from the rear of the car. Graphics are coin-op quality and it looks as though there's gameplay to match, so keep your eyes open for it.

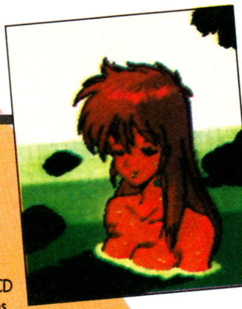
THE RACE IS ON

AYRTON SENNA'S
super
Monaco GP
II
TM

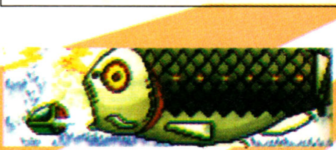
Racing fever seems to have hit Japan at the moment and every high-powered executive worth his saki is plugging his Sega into one of the many new F-1 sims. Apart from the terrific *F-1 GP* and *F-1 Circus* reviewed this issue, there is news of a sequel to the biggest racing game to hit all three Sega consoles.

Ayrton Senna's Super Monaco GP II has been produced in collaboration with the famous racing driver's expertise and as such Sega feel it will be even better than its now-dated predecessor. To start with you have an 8Mbit cart crammed with digitised statics of the man himself in various poses, such as holding the trophy or lounging around on the options screen. The game also features the battery back-up that made *F-1 Circus* so durable. The track is viewed from the cockpit of your high performance car with an essential track map and your position details, including who's behind and ahead of you. There is also an over-emphasized rev counter that encroaches on the left-hand side of the screen, just like the original. Through all this technical gubbins you are meant to speed around the 16 tracks and beat all your fouling competitors. First impressions are favourable and certainly an improvement on the original which does tend to be a bit boring when you compare it to the new releases. The statics have to be seen to be believed and it is difficult to know how so much has been fitted into the 8Mbits. *Ayrton Senna's Super Monaco GP II* will be released in April on all formats, so start saving, speed freaks.

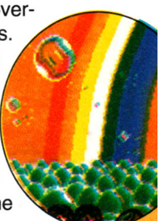




Cosmic Fantasy Stories, which is due for release soon on Mega-CD in Japan contains hundreds of wonderfully animated sequences. Although the pictures above and to the right suggest something seedy, these scenes form part of the story and all are incredibly tastefully done. This is the closest you'll get to a full frontal in *Fantasy Stories*. The game is massive, spanning many countries and viewed like EA's *The Faery Tale Adventure*. You play a variety of characters from a strong female warrior to a scrawny hero and there are even some wacky multi-coloured animals to help you along the way.



LIVING IN A FANTASY



As warned last issue, *Super Fantasy Zone* will be on your MD this February. That means more psychedelic colours and weird alien encounters in this cutsie shoot-'em-up. You get all the usual power-ups, such as more powerful engines and wide beam shots, but the programmers have gone OTT filling the shops with exotic weapons including thunderbolts, hurricanes, ultra bombs and super lights for those tricky bits behind the bowl.

If you have ever played the original, you will know how dull the actual playability is and what a vastly overrated phenomenon it is. *Super FZ* is the same but with more levels and zanier graphics in the style of *Rainbow Islands*. *Super FZ* is on an 8Mbit cart and should be available by the time you read this.

That right page bottom has gone again.

MORE CD MOMENTS

THE RACE IS ON

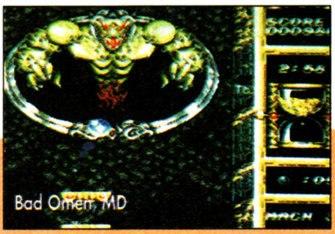
For the ultimate, realistic driving sensation Sega have just unveiled the *F-1* coin-op to end them all. If, like me, you thought the original *Super Monaco GP* was wearing a little thin then take a ride in the new Sega machine which incorporates the game. Weighing in at nearly half a ton, the revolutionary coin-op is built around an actual Formula 3 racing car complete with wheels, hydraulics and foils – but no engine, of course. The player sits in the authentic cockpit surrounded by dials facing the screen which is perched on the nose at about head height. The whole vehicle is about 170cm long and indistinguishable from the real McCoy, unless you take a look under the hood. As you would expect, it's pretty expensive to ride but sure to be the sensation of the arcades for ages.

NIP BITS

- Following in the glorious footsteps of *El Viento* and *Earnest* Evans comes Renovation's *Aisleord,* another spectacular Mega-CD adventure with amazing animation.

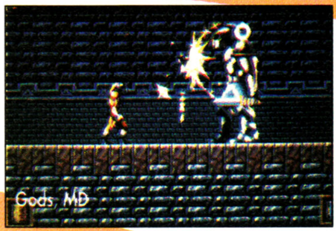
- *F-1 Hero* is yet another GP game for the MD with the same perspective as *Super Monaco GP.* Is there no end to racing simulations?

- *Nobunaga and his Ninja Force* is a sequel to the *Nobunaga* Mega-CD which still hasn't appeared. It's a strategy game, but this time there are combat sequences and the usual smattering of sensational still graphics.



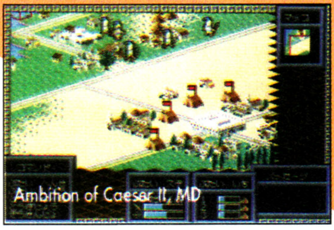
Bad Omen, MD

- *Break-Out* clones make a comeback with *Bad Omen.* The game may be unoriginal, but the graphics are very *Devil Crash*-like. Let's hope there's playability to match.



Gods, MD

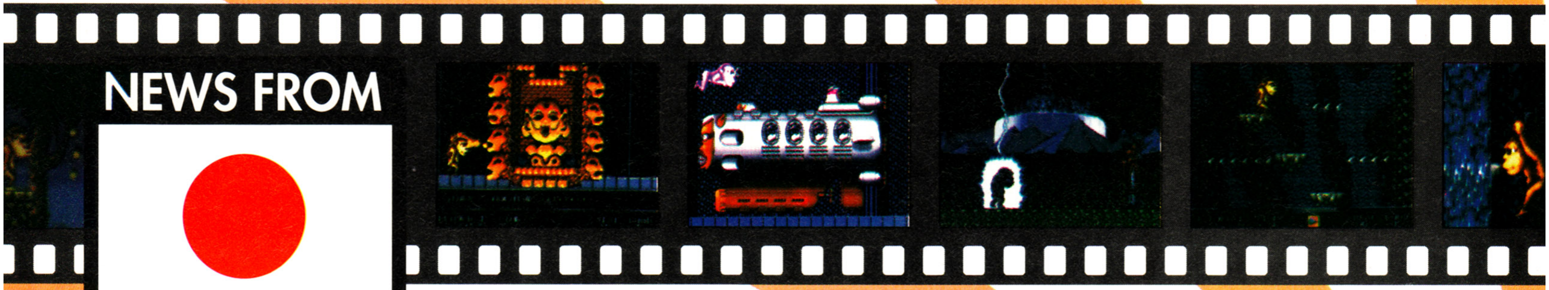
- *Gods,* developed in the UK, is a conversion of The Bitmap Brothers top arcade platform game. It's due in the near future for the Mega Drive.

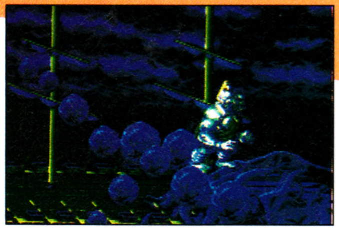


Ambition of Caesar II, MD

- *Ambition of Caesar II,* the sequel to the heavy MD strategy game with great graphics, is on the way. Basically, it's *Populous* in Rome with some detailed graphics, great sound and a huge playing area. The cart is a whopping 8Mbit with battery back-up for all aspiring generals.

NEWS FROM JAPAN



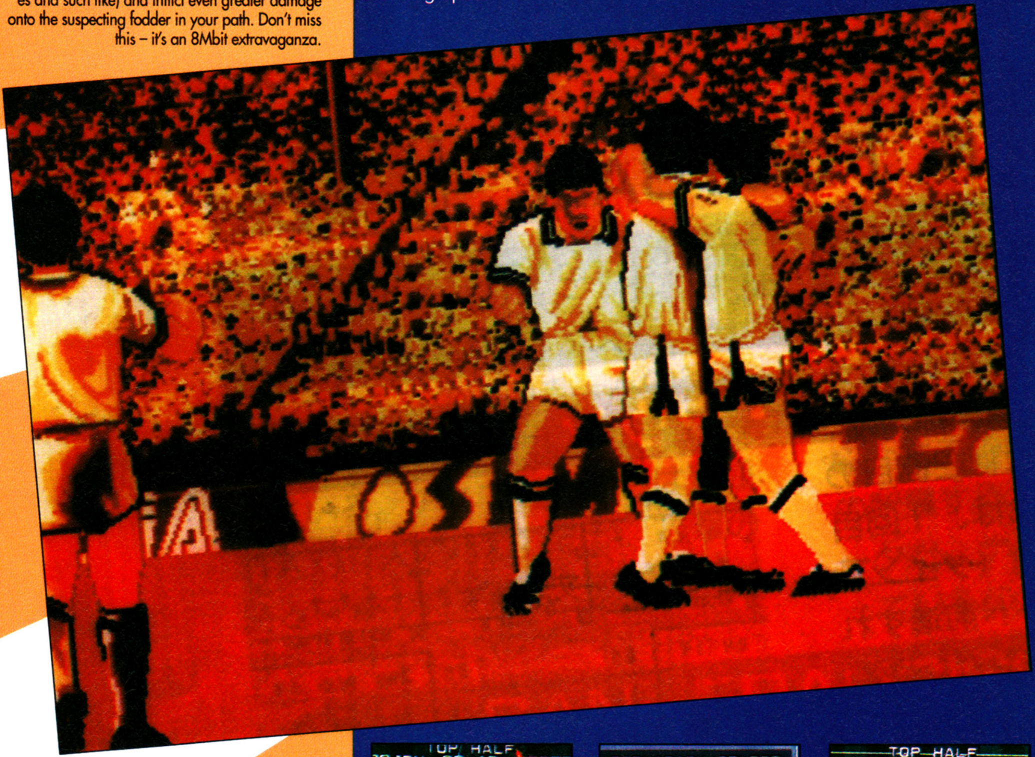


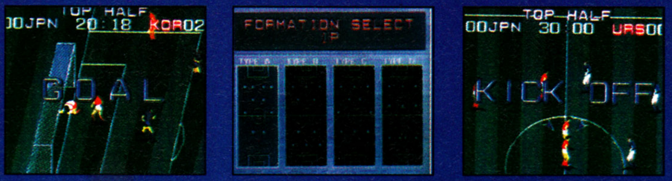
Dahna on the Mega Drive looks like being a hot number when it arrives in the next couple of months. You play none other than the great whip-wielding mistress who has the power to command great beasts. It's a tremendous arcade action game in which you slay enemies with your sword and climb onto the backs of beasts (griffins, ogres, horses and such like) and inflict even greater damage onto the suspecting fodder in your path. Don't miss this – it's an 8Mbit extravaganza.

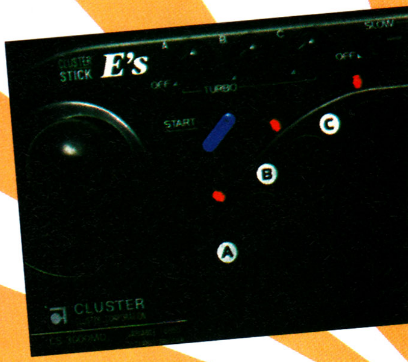
WORLD CUP ITALIA '90; TECMO WORLD CUP '92

As mentioned in a previous issue, *Tecmo World Cup '92* will be shortly released for the MD and joins *World Cup Italia '90* as the only MD football games currently available (although *Super Kick Off* is soon to follow). The action is viewed horizontally with large players running, dribbling and diving in realistic animation. The tackles are also really dirty with some serious repercussions for cheating teams. From what we've seen, it contains all the usual options such as leagues, team tactics and penalty practices. You may also select from a variety of languages to give it that truly international flavour and feel.

The most amazing aspect of *World Cup '92* is that it is all on a tiny 2Mbit cart, which seems ludicrous when you consider the amount of memory the developers could have played with. Whether or not this potentially great game has been given the justice it deserves remains to be seen, but the big question is why such a small cart? The only real explanation could be to keep costs down. *World Cup '92* will be much cheaper than *Super Kick Off* when it arrives in June, but *Kick Off* will doubtless contain all the excellent features of the Amiga. 2Mbits is just 256K, half the memory of the Amiga version of *Kick Off*. And it may prove to be a very simple game with few customising options.





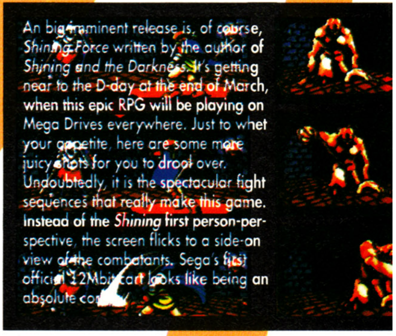


For the new year, some interesting toys have been released to work in conjunction with your favourite Sega consoles. To start off with, there's the Cluster Stick, which is basically a more compact and desirable Arcade Power Stick. You have the standard three buttons with turbo fire buttons to control the intensity. There is also a slow mode that you can activate to make dodging those screaming hot bullets a little easier. The stick itself is a sturdy version of the Power Stick; it looks smoother with some aesthetic curves but more importantly it can take a hell of a lot of punishment. The Cluster Stick is only available in Japan at the moment but there are plans to export so keep an eye out for the best looking stick around.

CDカラオケ
LOVE IS ALL

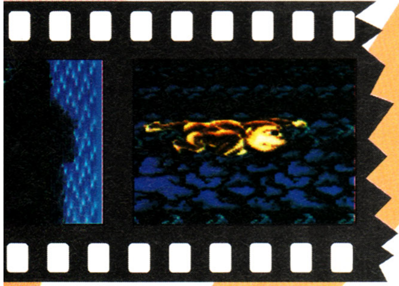
Ever thought of using the Mega-CD as the centre of a home recording studio? Well, with such power behind it, and its compatibility with CD+G (Graphics), you can. And it couldn't be easier with the first add-on for the Mega-CD. As you may know, Japan is set on making karaoke an international pastime, and your Mega-CD is going to help the cause. The Mega-CD Karaoke package contains all you need to get up and running, including a microphone and software to get you

TOYS FOR



An big imminent release is, of course, *Shining Force* written by the author of *Shining and the Darkness*. It's getting near to the D-day at the end of March, when this epic RPG will be playing on Mega Drives everywhere. Just to whet your appetite, here are some more juicy shots for you to drool over. Undoubtedly, it is the spectacular fight sequences that really make this game. Instead of the *Shining* first person-perspective, the screen flicks to a side-on view of the combatants. Sega's first official 12Mbit cart looks like being an absolute co

It's gone from here too.



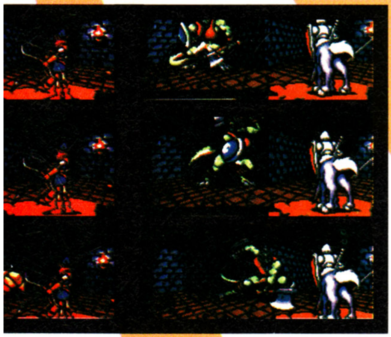
TOKI IS JU JU

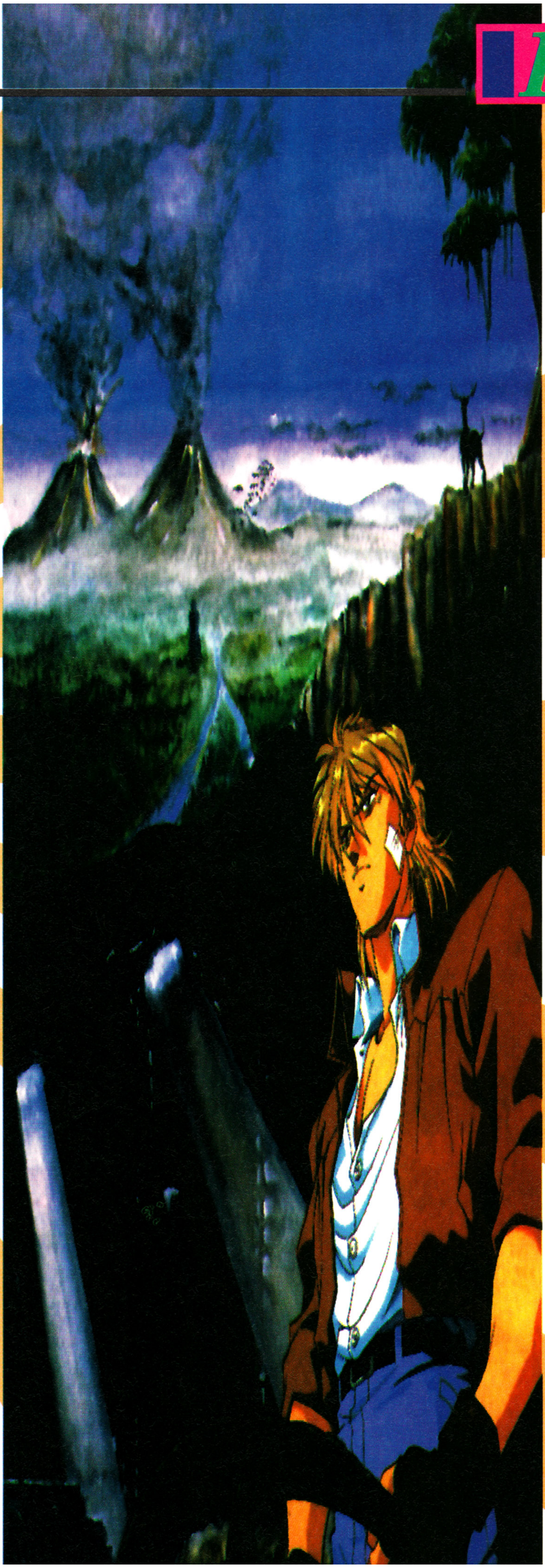
Mega Drive owners will soon be able to enjoy the exploits of Ju Ju in *Ju Ju Legend* (see pics in film strip) where you play a hunky beefcake whose girlfriend is kidnapped by an evil sorcerer who transformed you into a hairy ape. Now you must crawl, swing, swim and leap from level to level to rescue your buxom blonde and reverse the spell. The clever clogs amongst you will realise that this is in fact *Toki,* the arcade platform game.

The format is very *DecapAttack* but with more detailed graphics and some smooooth animation – just check out those guardians. As with this type of platform game, you can acquire a series of powerful weapons to help you, including flames and many different combinations of bouncing balls. *JuJu Legend* will be out at the end of January on a 4Mbit cart.

started. Connect your mike into the Mega-CD, your Mega-CD to a hi-fi, and slam a CD+G disc in. Now play the disc, sing into the microphone and both tracks are combined to come out of your hi-fi to make you sound like a real pop star. While CD+Gs in the West are very rare, there are loads in Japan because of the karaoke craze. If your song is particularly good, it's easy to record it onto cassette. Don't expect to see this pack on import too quickly.

THE BOYS





NIP BITS

- *Cal .50* continues the widespread shooting and maiming that began with *Commando* and *Ikari Warriors. Cal .50* is on an 8Mbit cart. The graphics are certainly nothing special and you'll see bigger guardians on the Game Gear. If you're really into eight-way scrolling shoot-'em-ups with unrealistic plot lines then this is what you have been waiting for. On the other hand, if you have any gaming taste at all, avoid this run-of-the-mill product.

Lemmings, MD

- If you are one of those people that is easily addicted to the most inane and frustrating puzzle games, then quickly tear out this section of the news and burn it now. The mother of all puzzle games, *Lemmings,* is up for imminent release on an 8Mbit cart. All the original Amiga levels are included to test even the most level-headed dude.

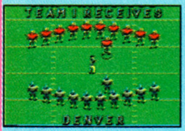
- Japanese Game Gear news is dominated by the impossible. Yes, they said Sonic couldn't be converted but it was, now *Phantasy Star* is arriving on the portable, complete with detailed statics and all of the locations. All the strategy that made it a hit on the MD and MS is still there and it should give you eye strain for months.

- Also on the GG is *Buster Ball,* a frenetic shoot-'em-up in the same vein as *Smash TV* with some of the best graphics yet. You can get that in March.

Phantasy Star, GG

- Big news on the GG is the imminent release of *Alien Syndrome.* If you lapped it up on computer formats, then you will be relieved to know it has lost none of its speed and playability .

JOE MONTANA'S FOOTBALL



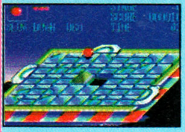
SPORTS SIM

MEGA DRIVE

79

Although not quite as playable as *John Madden*, Sega's own version of America's favourite pastime is quite an interesting affair. Plenty of different plays are available to you as you attempt to overcome all-comers. To help novices, Joe occasionally appears onscreen offering advice on what play you should execute next. Still second best, though.

JUNCTION



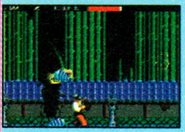
PUZZLE GAME

MEGA DRIVE

76

The MD isn't short of puzzle games and this is certainly one of the more innovative. Junction mixes both slide-puzzle and *Pipe Mania* ideas to form a very compelling and attractive challenge. Hard to get hold of, but quite a change from the norm. If puzzle games aren't your scene, walk away from this.

KENSEIDEN



BEAT-'EM-UP

MASTER SYSTEM

61

There are 16 rounds to *Kenseiden*. Most can be completed simply by finding the exit but when you come across a warlord you must battle to the death. *Kenseiden* is quite a big game but after a while it becomes predictable and rather boring.

KINETIC CONNECTION

CAMERA SHY!

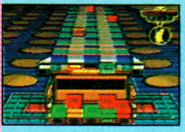
PUZZLE GAME

GAME GEAR

78

Overly difficult puzzle game with some nice graphical touches. Basically you have to rearrange the pieces of a jigsaw. Enough to drive even the sanest person insane. Fun for a while, but ultimately drives you insane.

KLAX



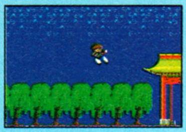
ARCADE PUZZLE

MEGA DRIVE

88

Very addictive. 100 levels of tile-stacking action. Guaranteed to keep you up all night trying to finish that last level. The sound is excellent; some tasty samples spice up the presentation. The graphics, meanwhile are ever changing as you progress through the levels. The two-player mode is a laugh if your oppo's hopeless.

KUNG FU KID



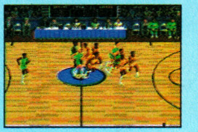
BEAT-'EM-UP

MASTER SYSTEM

76

You are blessed with a talisman that gives you supernatural strength and protects you from any underhand ninja tricks. Kung fu games are nothing new and this just continues the long line of mediocre beat-'em-ups.

LAKERS VS CELTICS



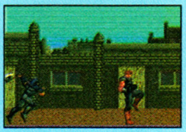
SPORTS SIM

MEGA DRIVE

80

The only thing wrong with this game is that you can't get hold of it through the normal channels. For some reason, EA have kept this one for American buyers only, which is a pity as everything about it is well done.

LAST BATTLE



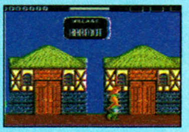
BEAT-'EM-UP

MEGA DRIVE

69

Shallow and repetitive gameplay spoil a potentially good game. Above average graphics and sound effects spoiled by lack of long-term playability. Still, it is good fun at first.

LORD OF THE SWORD



ARCADE ADVENTURE

MASTER SYSTEM

83

You are a mighty warrior and must go from town to town collecting information and tools to use on your enormous quest. Playable.

MAPPY

CAMERA SHY!

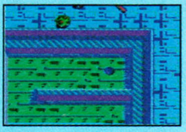
PLATFORM GAME

GAME GEAR

50

Jump around platforms collecting things. Not exactly original and not exactly good either. Poor graphics and no playability. Give it a miss.

MAZE HUNTER 3-D

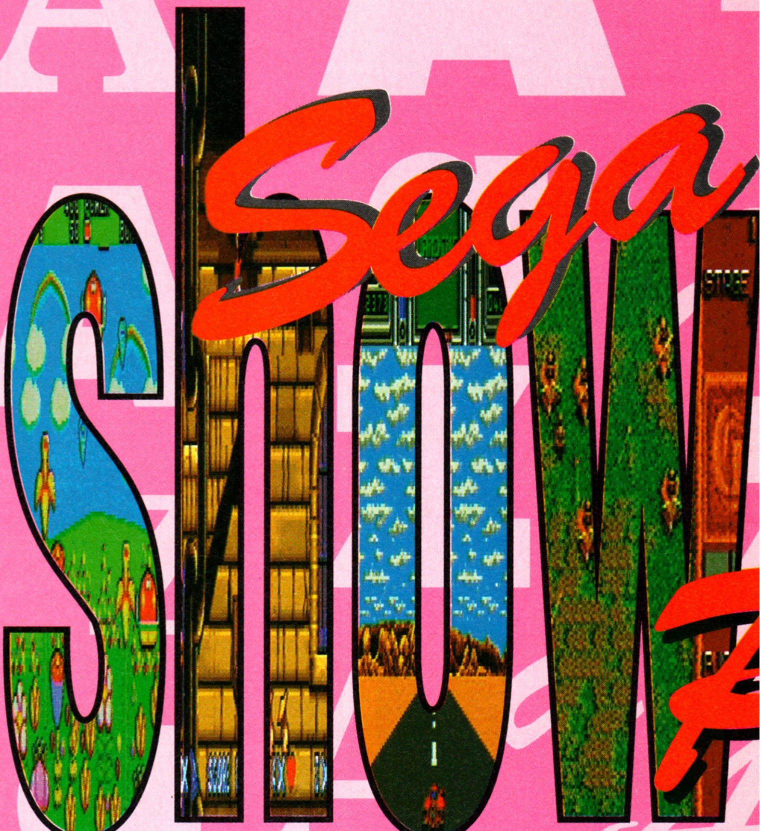


ARCADE ADVENTURE

MASTER SYSTEM

89

Only one person has ever survived an encounter with the Labyrinth. You have to make it through the five areas. The 3-D works well.



Now into its fourth month, The A-Z of Sega Games is roller-coasting. This month, we've packed in more than ever in an attempt to review every single game ever released for the Sega Mega Drive, Master System and Game gear.

If you've ever wondered exactly what games were available for your console, and were after a quick rundown of what they're all about and how good they are, then this is the place to come.

If you're after a particular type of game, then the A-Z of Sega Games can help you there too. Each game is accompanied by the categotry into which we would place it. Therefore, you won't purchase *Golden Axe Warrior* thinking it's an arcade adventure and find out it's actually more like a roleplaying adventure.

If you've got any views on our ratings or comments, write in to ProTest at the usual address.

SOFTWARE down Part 4

The A-Z of games was compiled with the help from the following. Many thanks, guys:

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Surrey KT17 2PR
Tel: (081) 7867816

Full-colour picture

The name you should ask for

GHOSTBUSTERS

SHOOT-'EM-UP

The general style of the game; often how Sega themselves describe it

MEGA DRIVE

64

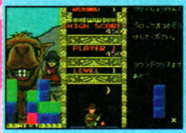
The machine it's for

Nice graphics, shame about the game. Even the sound gets annoying after a while. Big potential but fails to deliver anything near what it should. Little or no playability.

Short review detailing what the game's about and whether it should be on your shopping list

Overall rating, considering every aspect, except price because this is never constant

MEGAPANEL



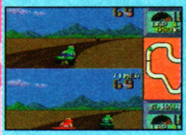
PUZZLE

MEGA DRIVE

89

Play either one player against the clock or two players head to head in this brilliant arcade puzzle game. Move the tiles around to make sets of the same colour to drive your opponent to the top before he does it to you. Great graphics and highly addictive and varied gameplay.

MEGA TRAX



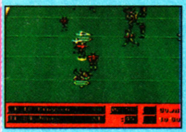
RACING GAME

MEGA DRIVE

74

Race around beach dunes on your beach bikes in this below par racing game. Two players can participate in this game which adds a little more excitement to the event. It's okay but *Super Monaco GP* is a lot better.

MIKE DITKA POWER FOOTBALL



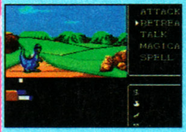
SPORTS SIM

MEGA DRIVE

81

Average graphics but very addictive gameplay in this American football extravaganza. Loads of plays and grunts 'n' groans to keep you going. It also features some neat speech. Not as good as *John Madden*, but most definitely worth a look.

MIRACLE WARRIORS



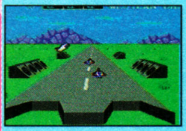
RPG

MASTER SYSTEM

81

A roleplaying game controlled via a series of menus. This immediately takes it to a different realm of gameplay. Luckily the level has been set just right and it is a fun game to play. Not too difficult to get into either. Give it a go if you fancy something different. If you've a passion for RPGs, don't miss this.

MISSILE DEFENCE 3-D



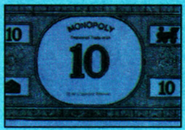
SHOOT-'EM-UP

MASTER SYSTEM

67

Get those 3-D glasses out for this number adds an extra dimension. You have to destroy each of the missiles that are flying on Earth. This is not all, however, as you will also have to destroy any missiles that are fired at you. It is fairly good but the action is really repetitive and lacking in any real compulsion. A tad too simplistic.

MONOPOLY



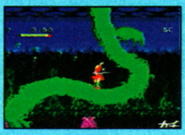
STRATEGY GAME

MASTER SYSTEM

69

The Master System conversion of the best selling board game should make little entrepreneurs and estate agents out of anyone. Good fun if you like the board game. Up to ten people can play at once.

MONSTER HUNTER



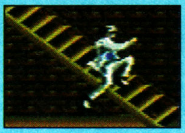
SHOOT-'EM-UP

MEGA DRIVE

52

While there are many games of this ilk on the MD, few can claim to have a young sword-wielding lady as the central character. This lass doesn't even need a plane to fly through the air, she just seems to float through the greenery.

MOONWALKER



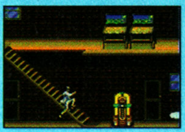
ARCADE ACTION

MASTER SYSTEM

81

Good graphics with some neat tunes and sound effects. It is rumoured that Michael actually had a say in the design stage of the game, so if you're a Jacko fan you'll love it.

MOONWALKER



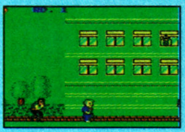
ARCADE ADVENTURE

MEGA DRIVE

84

Michael has to save the children, and you have to help him. Beat Mr Big and become even more of a hero. Great soundtrack featuring some classic Jackson tunes. A little bit easy but good fun nonetheless.

MY HERO



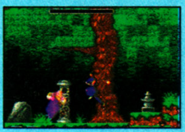
BEAT-'EM-UP

MASTER SYSTEM

80

All manner of people and animals will attack you in this martial arts beat-'em-up. Playable, cute graphics and decent sound. Old though.

MYSTIC DEFENDER



SHOOT-'EM-UP

MEGA DRIVE

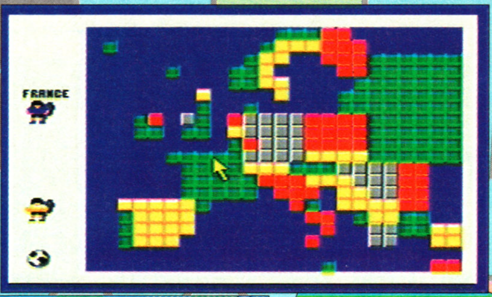
78

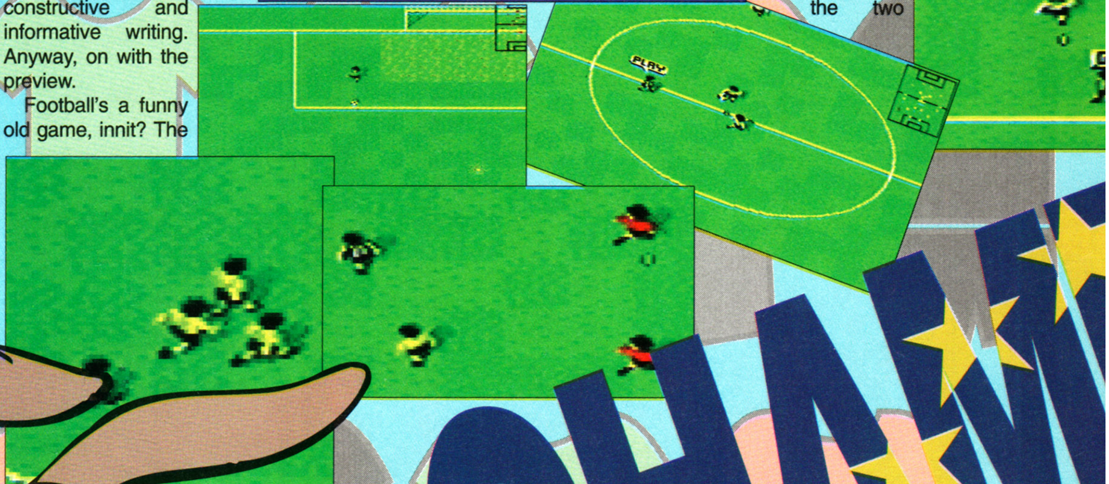
Difficult but addictive blasting frenzy. Cute Oriental graphics and sound add to the atmosphere. Lacks long-term appeal, but fun.

CHAM OF E

"Champions of Europe is coming in tomorrow. Have the preview done by the end of the day," shouted the grouchy editor at the willing, young writers.

In preparation, the naïve Damian and Les immediately put their jumpers down to make a goal-posts and proceeded to kick a newspaper ball around the office. Les had to go in goal because Damian "didn't have any gloves" – wimp. It was the last minute of extra time and the scores were still level (on account of Damian's desk being in front of his goal). Les lined up the final killer shot, it would all be over if it went in. Suddenly, from the other end of the room, a voice bellowed: "If you two don't get on with some work, you'll be deprived of your sausage sandwiches – get my drift?" Nuff said. The pitch cleared faster than one of Damian's huge pay cheques.





We at SegaPro would never stoop to such levels as starting a preview of a football game with comments like "It's a funny old game, Saint", "The lad done well" or suchlike. We frown upon such inane comments in a piece of constructive and informative writing. Anyway, on with the preview.

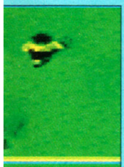
Football's a funny old game, innit? The lads (and lasses) in Birmingham have done well, firstly US Gold brought you *Super Kick Off* and now fellow Brummies Tecmagik (who are in the process of becoming Londoners) are in the process of bringing you *Champions of Europe*. On hearing this, US Gold were obviously as sick as parrots, but Tecmagik are over the moon at the chance of basing a game on the forthcoming European Championships.

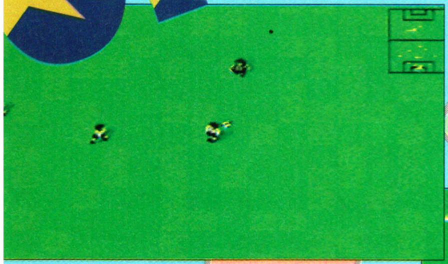
Comparisons are obviously going to be drawn between the two games (they are both viewed from above) so the first thing we did on receiving the preproduction chips of *Champions of Europe* was slap on *Super Kick Off* to run alongside it. Although it's difficult to comment on games that are still weeks away from the finished article, we were impressed by

PIONS UROPE

what we saw.

Of course *Champions of Europe* is tied in with the European Championships, but there are many other options apart from competing in the UEFA tournament. You can practise your penalties or maybe just have a trial game to see how you would fare against some of the stronger teams. You can choose which stadium you want to play in, which vary substantially by having things like athletics tracks around them etc. Of course, the familiar options like wind and aftertouch are included, although the effects are likely to be a little more controlled than *Super Kick Off.*

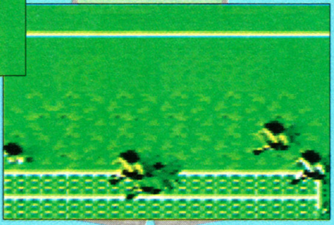


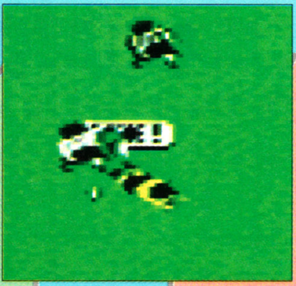


A lot of attention has been paid to detail. There is even a referee running around the pitch keeping an eye on the action and he communicates via speech bubbles, constantly calling out the score and how much time is remaining. The speech bubbles are also used to indicate fouls, corners, etc. One amusing touch is the way that the players will use speech bubbles when they are the victim of a particularly heavy tackle. What they say I'll leave up to your imagination, but it bought a wry smile to our faces.

At this early stage, the sound is still basic, although a lot of ideas were being tested. Graphically, the game looks superior to any other footy game on the Master System with some very original elements. For instance, the penalty competition was very accurate with all the players involved in one area and changing places when they need to.

There is still quite a lot of work to go into *Champions of Europe*, but at the moment it is one of the most promising games for a long time. Look for the release to coincide with the UEFA championships, around May time. As the first original game to come from Tecmagik (following in the heavy footsteps of *Populous, Beast* and *Pac-Mania*), *Champions of Europe* is set to be a real corker!





IN BED WITH ED

The man responsible for *Champions of Europe*, Ed Hickman, is no stranger to the programming scene. He first got into it in 1983 and has since been involved in approximately 50 games, including such "classics" as *Howard the Duck, Spellbound* and *Knight Time*, and conversions for the Amstrad. To show how much programmers do actually get paid, Ed has three houses – one in San Francisco, Marbella and Harringate(!). He also owns a Porsche (a red one, of course) and flies a microlight plane thingy. Les Ellis spoke to the man behind the money...

PROPROGRAMMER

PROFILE ED HICKMAN

Name:	**Ed Hickman**
Age:	**32**
Home(s)	**Harrogate, Marbella, San Francisco**
Previously:	**Mastertronic games and mostly conversions**
Presently:	***Champions of Europe, Honda RVF***
Food:	**Steak (medium rare)**
Drink:	**Bitter**
Music:	**Sisters of Mercy, U2, REM, Kate Bush**
Hobbies:	**Ski-ing, flying microlights and motocross**

How long have you been working on *Champions of Europe*?
Since May '91, so about a year by the time it comes out.

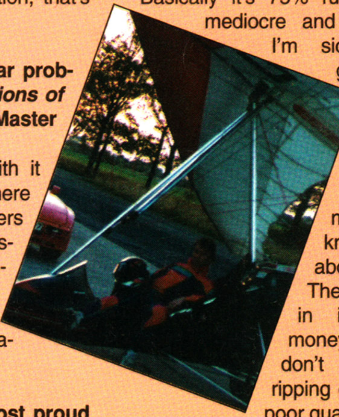
Where do you get inspiration from, who do you listen to when planning games?
No-one really. I scan the current market and set new standards. I'm always striving for perfection, that's what keeps me going.

Were there any particular problems with doing *Champions of Europe* on the Master System?
There was a problem with it slowing down when there were many characters onscreen, and some pressure with having to contend with the stigma of *Super Kick Off* and its over-enthusiastic reputation.

What games are you most proud of?
Honda RVF and a 16-bit game currently not sold to a publisher. RVF was my own project from start to finish, and I felt I had done the game justice. The next one I do will be good, but I'm not saying anything about that. [Ed then gestures nudge nudge, wink wink, say no more.]

What games would you most like to forget?
Most of my early stuff.

What do you think about the current state of the software market?
Basically it's 75% rubbish, 20% mediocre and 5% good. I'm sick of the games industry being dominated by businessmen who know nothing about games. They're purely in it for the money and they don't care about ripping off kids with poor quality product.



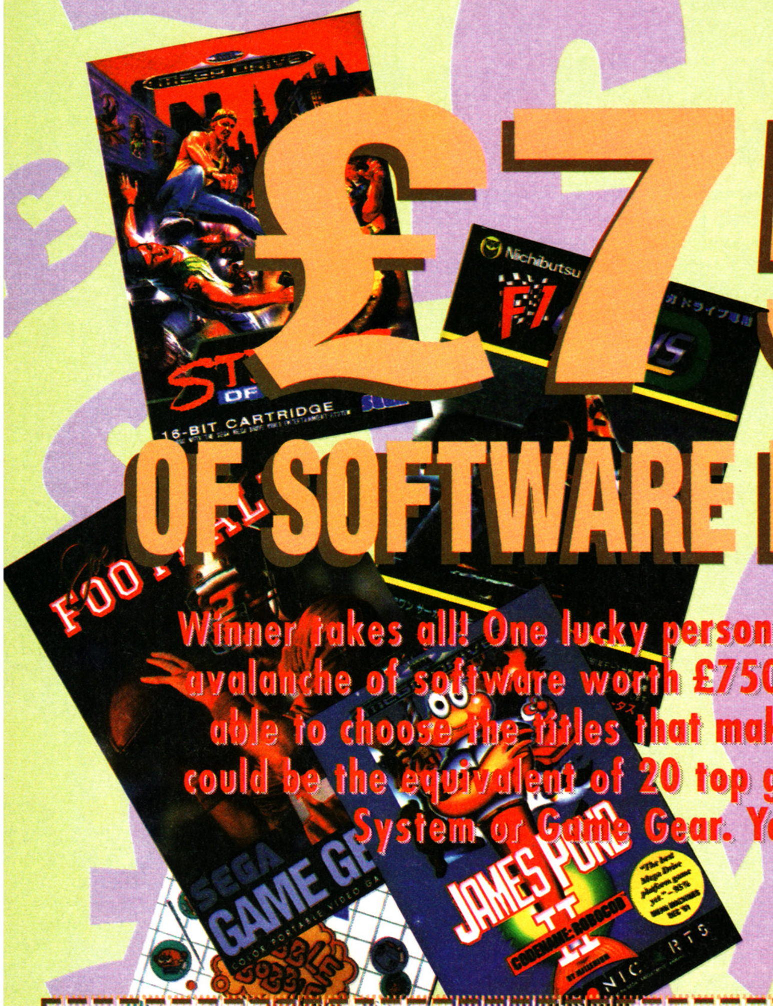
What would you like to tackle in the future?
In the future I am going to write quality software only – no rush jobs! I'm very choosy about the products I undertake.

What pressures are there on a modern day programmer?
Debt-collecting, finishing the game before you starve to death

PROFILE

CHAMPIONS... ● TECMAGIK ● £TBA ● OUT MAY

DEVELOPERS	Tecmagik
PERSONNEL	Ed Hickman
CART SIZE	1Mbit
FEATURES	teamplay, versus



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B ☐	B ☐	B ☐
C ☐	C ☐	C ☐

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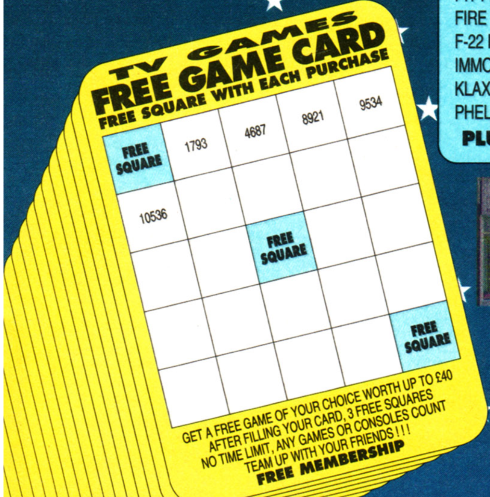
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SEGA pro GUIDE TO

Who are they? What are they? When are they coming out? If it's planned for 1992, it'll be in our Pro's Guide to 1992 – the most comprehensive preview of Sega games for the coming year!

GAME GEAR

ALIEN 3

Arena TBA

Jump into Ripley's spacesuit and blast your way into deep space .

CHASE HQ

Taito Oct

The classic race 'n' chase coin-op in the style of Miami Vice.

DIE HARD

Grandslam March

Held captive in the Nakatomi Plaza? Who you gonna call? Bruce Willis?

DOUBLE DRAGON

Virgin TBA

While Accolade keep their hands on the MD version, Virgin go hand-held.

INDY III

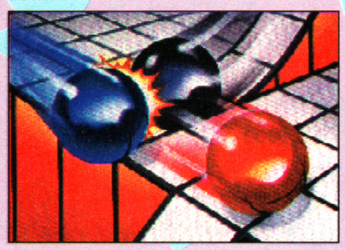
US Gold Summer

Who is this Indy guy, anyway? He's not a patch on the Lone Ranger.

MARBLE MADNESS

Tengen May

Let your balls drop again and again as the addictive coin-op shrinks down.



OLYMPIC GOLD

US Gold June

Seven different events comprise this tie-in with the Barcelona get-together.

OUTRUN EUROPA

US Gold Summer

It was great on the Master System and should be even better on GG.

PAPERBOY

Tengen April

Classic arcade action in one of the few throw-'em-ups about.

POPILS

Tengen October

A puzzle game in which you have to rescue a pretty Princess from evil.

RAMPART

Tengen October

Build up castles and knock 'em down again. MS owners did, so why can't you?

RC GRAND PRIX

Absolute Entertainment May

Ten different tracks and a customised car. Designed by Rare in the UK.

ROBIN HOOD

Virgin TBA

The Prince of Thieves turns into a roleplayer? Will he see the wood for the trees?

SPIDER-MAN

Flying Edge TBA

He's the oldest swinger in town and he's back to sling some webs.

SUPER OFF-ROAD

Accolade TBA

The "Iron Man" himself hosts this race between the 4x4 trucks of North America.

THE SIMPSONS: BART VS THE SPACE MUTANTS

Flying Edge TBA

Bart decides Nintendo are bogus and defects to Sega. Welcome aboard, Bart!

ALSO COMING: Rastan's Revenge, George Foreman's Boxing, Jeopardy, Gadget Twins, Wheel of Fortune and MC Kids.

MEGA DRIVE

ALIEN 3

Arena Sept

To be released when the film is finished. (Translation: We'll be waiting ages!)

ALISIA DRAGOON

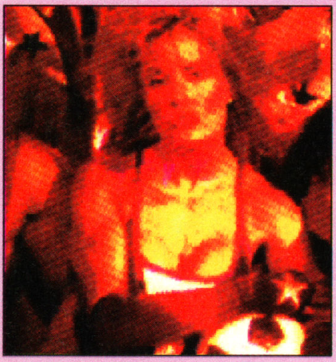
Sega TBA

She carries around two big blasters that are more than a match for any admirers.

AMERICAN GLADIATORS

Gametek Oct

The OTT "game" show comes to town. Developed in the UK.



ARCH RIVALS

Flying Edge TBA

The most violent basketball game ever. The only rule is to break the rules.

ART ALIVE

Sega Spring

An art package on the Mega Drive. The only problem is you can't save screens.

ATOMIC RUNNER

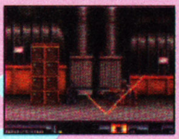
Data East April

Frenzied blasting action as you battle for your life or a nuclear meltdown.

BATMAN: RETURN OF THE JOKER

Sunsoft TBA

The caped crusader is back. But so is his most deadly opponent, the Joker!



BATTLEMASTER

Arena TBA

RPG action from a Gauntlet perspective as you encounter elves, dwarfs, orcs...

BATTLEWINGS

Sage's Creation March

In the style of the old Buck Rogers comics. Seven levels and two players.

BREACH

Treco April

Daring rescues, planetary invasions, search and destroy missions, spacecraft raids.

CADASH

Taito April

Two-player magical adventure in which you must rescue the king's daughter.

CHASE HQ

Taito October

Jump into your nitro-charged car and catch the bad guys in Miami.

CHESSMASTER 2100

Software Toolworks TBA

The ultimate chess game for the ultimate machine. Pity chess is a boring game.

CHUCK ROCK

Virgin Feb

Caveman frolics as Chuck rescues his wife from Gary Gritter – 500 screens.

CORPORATION

Virgin March

Infiltrate a building and take out the eerie defence force (hums Twilight Zone music...).

DAVID ROBINSON'S SUPREME COURT

Sega Summer

The man with the two-handed monster slam returns to play ball (er, basketball).

DEATH DUEL

Razorsoft Feb

Ten warriors enter an arena, only one can leave. From the Stormlord folks.

DESERT STRIKE

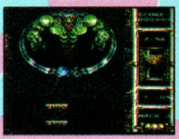
EA February

A dictator in the Middle East is killing people. And you have a helicopter gunship...

DEVILISH

Sage's Creation March

Break-Out clone seen last year on the GG. Hardly pushing the boundaries.



DOUBLE DRAGON

Accolade TBA

Beat-'em-up prequel to the game reviewed this issue. Let's hope it's better.

DUNGEONS & DRAGONS

Sega Summer

Subtitled Warriors of the Eternal Sun, this is the first official D&D Mega Drive game.

EARNEST EVANS

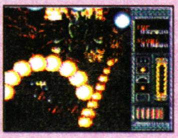
Renovation Feb

On cart! The boyfriend of Miss El Viento returns, but without the CD music/intro.

ELEMENTAL MASTER

Techno Soft TBA

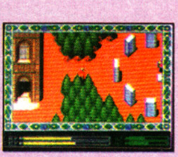
From the same folks that brought us ThunderForce III. Guaranteed mad fun.



EXILE

Renovation Feb

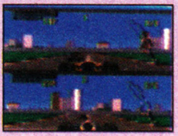
Sadler, a lone desert warrior, must gain the homilax to save the world from Luciel.



FERRARI GRAND PRIX

Flying Edge TBA

Split-screen racing from the driver's perspective. Looks like a hot one!



FLINTSTONES

Taito Sept

A complete change from the MS version, and suited to older players.

GADGET TWINS

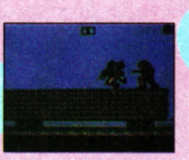
Gametek June

Bop and Bump have to find the king's gem. Sounds like Bubble Bobble.

INDIANA JONES AND THE LAST CRUSADE

US Gold Dec

Get those hats ready as Indy and family battle the Nazis again.



KARATE BLAZERS

McO' River TBA

Two-player martial arts beat-'em-up with four characters and five stages.

KID CAMELEON

Sega Spring

His head metamorphosises when he picks up a helmet. Over 100 levels.

LEADER BOARD

US Gold Summer

Arnold Palmer's had it easy till now. US Gold are on the job so watch out.

LEANDER

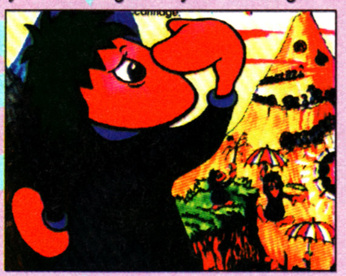
EA TBA

Great graphics and Strider-style action in this Psygnosis conversion.

LEMMINGS

Sunsoft March

Guide those cute anti-heroes to safety in the cult game by DMA Design.



MARIO LEMIEUX HOCKEY

Sega Feb

Will be called Sega Hockey in the UK. Uses close-ups for all the action.

MICRO MACHINES

Code Masters Dec

Simultaneous two-player frantic action in this race-'em-up from Coders.

MLBPA SPORTSTALK BASEBALL

Sega Summer

Montana II introduced the talking commentary, and now it's back to annoy again.

OLYMPIC GOLD

US Gold June

Watch out for the Basque separatists as you compete in central Barcelona.

PIGSKIN

Flying Edge March

A coin-op conversion of the pre-historic football game from the Bally arcade.

POPULOUS II

EA Summer

Messed up the world last time? Nevermind, EA give you a second chance.

PREDATOR 2

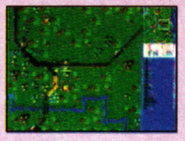
Arena Sept

Danny Glover isn't around. Arnie is in Terminator. It is up to you to deal with it.

RAILROAD TYCOON

MicroProse July

Make a better job of it than British Rail. Shouldn't be too hard.



RAMPART

Tengen May

Build them up, then blow them up. The great MS game gets Mega-charged.

RBI 3

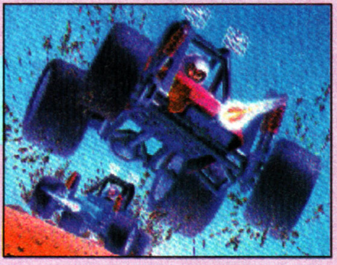
Tengen TBA

But what happened to the previous two? Who cares? This is the top dog.

ROAD RIOT 4WD

Tengen Sept

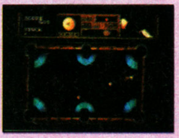
Hot action with hot wheels. Sounds like manic motor mayhem from the arcades.



SIDE POCKET

Data East June

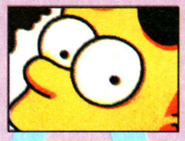
Eight-ball pool tournament. May not have enough value/content for the MD.



We're sorry that some of the pictures are a bit grotty...

SIMPSONS: BART VS THE SPACE MUTANTS

Flying Edge Sept



Ultra-successful on Nintendo, so it should smash Sonic on Sega.

SIMPSONS: KRUSTY'S FUNHOUSE

Flying Edge TBA

Watch out for Sideshow Bob as Bart joins Krusty in his madcap world.

SMASH TV

Flying Edge Sept

To win the TV gameshow, you must shoot and kill everything in sight. Fun or what?

SOLO FLIGHT

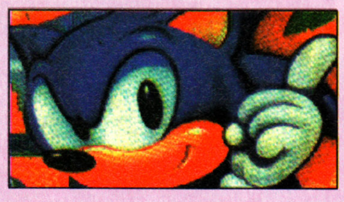
MicroProse Sept

Is it real, or is it MicroProse? It's Sega, too, so watch out for some great flight sims.

SONIC 2

Sega July

He's back, he's bad. And he's going to clean up again this year.



SPLATTERHOUSE 2

Namco June

The name says it – a beat-'em-up with blood, guts and numerous entrails.

STAR ODYSSEY

Sage's Creation Feb

RPG set in the future. Eight warriors must travel to seven different worlds.

STEEL TALONS

Tengen Sept

Can you keep your head when all about you are blowing up theirs?

STRIKE EAGLE 2

MicroProse June

This coin-op tie-in leads MicroProse's assault on the air. Clear the skies!

SUPERMAN

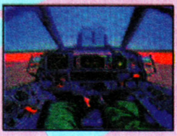
Sunsoft TBA

Camera shy

And in the red corner, straight from the planet Krypton, everyone's favourite, Superman.

TASK FORCE HARRIER EX

Treco April



8Mbits packed with intense graphics as you gun down a whole brigade.

TERMINATOR 2

Flying Edge Summer

It'll be too late to tie-in with any Terminator 2 hype, but should be worth the wait.

TEST DRIVE 2

Accolade TBA

At last a worthy contender for the 3-D car championship. Watch out Phantom Photon.

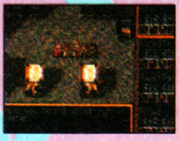
TOKI GOES APE SPIT

Taito March

Known as JuJu Legend in Japan. You control a spitting ape jumping around platforms.

TRAYSIA

Renovation Feb



It's from Renovation so expect something scrolling horizontally.

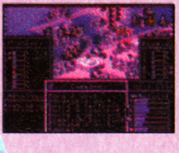
TWO CRUDE DUDES

Data East Feb

One of the big releases of the year, and sure to follow in Streets of Rage's footsteps.

WARRIOR OF ROME II

Bignet TBA



Two players get the chance to control the Roman legions once again.

WARSONG

Treco January

Strategy, role-playing adventure. Could we get a more boring combination?

WHEEL OF FORTUNE

Gametek June

BANKRUPT
$700

The smash American quiz show spins onto the Mega Drive in colourful style.

WONDER BOY IN MONSTER WORLD

Sega Spring

Wonder Boy finally gets the treatment he deserves. Two players at once.

ALSO COMING: Lord of the Rings, Mystical Fighter, Black Crypt, Where in Time is Carmen Sandiego, Evander Holyfield Boxing, Bulls Vs Lakers, Jordan Vs Bird: One on One, Rings of Power, George Foreman's Boxing, Chester Cheetah: A Pawsome Adventure, Kargeti 2, Vampire Killer, Stormlord 2, Lemmings 2, Ex Mutants, Hit the Ice and MC Kids.

MASTER SYSTEM

BTTF III

Flying Edge TBA

Mirrorsoft re-emerge thanks to Flying Edge (Acclaim's Sega brand-name).

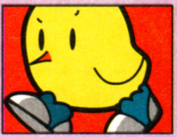
CHAMPIONS OF EUROPE

Tecmagik April

At last a contender to Kick Off's title as THE soccer game.

NEW ZEALAND STORY

Tecmagik TBA



The cute kiwi in his latest incarnation. Includes a few extras from Tecmagik.

NINJA GAIDEN

Sega Spring

Ryu returns to stalk the streets, but will it be a straight port from the GG?

NICK FALDO GOLF

Grandslam TBA

Avoid the rough with the champ. Might appear on other machines.

OLYMPIC GOLD

US Gold June

US Gold are flogging this one to death. (No drugs testing, though.)

PRINCE OF PERSIA

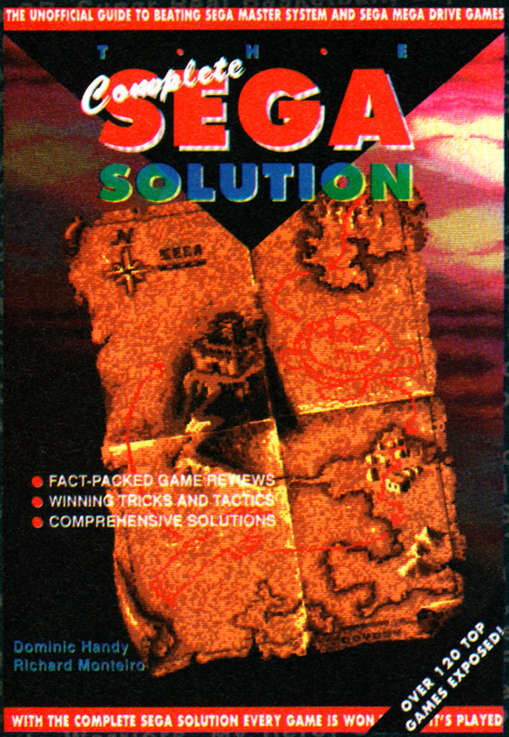
Domark TBA

Eastern adventure for your MS. Great animation. Made in UK.

ALSO COMING: Tons of official Sega stuff that they refuse to tell us about.

Better some than none at all.

WINNERS DON'T USE DRUGS...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pro reviews INDEX

THE REVIEWING SYSTEM

INTRODUCTION

Just a quick rundown of the story behind the game. Usually a quick resumé of what the inlay says – but not as boring.

PROVIEW

The real meat of the review. Here you can find out what we think of every single element of the game. We'll walk you through the game, talking about the graphics, sound, how it plays, and interesting things you may encounter. This is the most informative part of the whole review.

PROTIPS

Just a small slice of help that should make your first few minutes of play less frustrating and hopefully a lot more fun.

PROFILE

All the info you'll need. The address given is of the main supplier in the UK. If the game's on import only, it'll contain an importer's address. If the game's available both on import and official, you'll get the official supplier info in the ProFile and the importer's name and address next to a picture of the import game's inlay.

PROSCORE

We pick out the good and bad points for graphics, sound, gameplay and challenge. While a game may score highly on graphics and sound, it may severely lack in playability. If this is the case, the scores will reflect it. The overall ProScore is calculated from our final opinion of the game, taking into consideration every single factor – including price! This is not an average of any score.

PROYO!

A ProYo! is awarded to any game which receives a rating of 90% or over. Any game which does fall into this prestigious category should definitely be in your collection.

PROTALK

No matter how hard we try even the SegaPros are fallible. That is why we want your help. If you'd like to give your opinion of the latest games, then send us your details. Every month we'll pick out a handful of ProTalkers and invite them down to the SEGAPRO offices.

While you're here, you'll get the chance to play all the top games, and give us your views. Then, in the next issue, you'll get your (almost) unexpurgated ProTalk review printed alongside our reviews in SEGAPRO. If you fancy becoming a reviewer for the day, send your name, address and telephone number to *ProTalk, SegaPro, 7a Wicker Hill, The Parade, Trowbridge, Wiltshire BA14 8JS.*

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THE LUCKY DIM

STARRING Donald

Donald Duck is fast turning into the next cartoon superhero of console games. First there was Mickey, but a mouse running around saving people was just too far-fetched. Things didn't get much better with Sonic, a blinking hedgehog indeed. But now a duck. Yeah, *really* plausible.

Donald's wayward nephews, Huey, Duey and Louie, have gone and got themselves kidnapped again, and just guess who has to go and get them? Armed with mallet and sausage sandwich (and Paxo), Donald has to go and stuff the bad guys. Personally, I would leave the little sods there. Perhaps it would teach them a lesson, and stop them getting into such stupid situations and thus causing Sega to write another game around them.

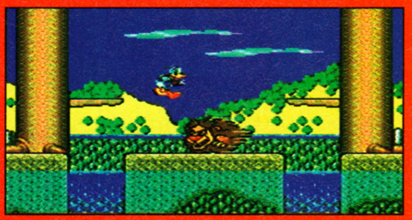
After seeing MS *Sonic* a few months ago, I thought nothing could ever give me such a fun challenge again. How wrong a poor reviewer can be. The game starts with a great intro that goes on for ages and explains the predicament of Donald's nephews. The whole intro sequence in gloriously coloured, making the game just as inviting as the Mega Drive version.

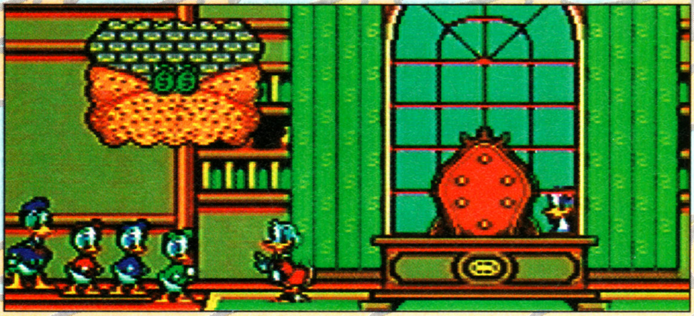
Being a Disney game, and having to get Disney approval one would assume, the animation during the game is some of the best ever seen on an 8-bit console. Donald is obviously the best of the lot (just leave him alone for a few minutes and he will start pulling all sorts of faces at you!), but all the other characters in the game show what a totally polished product this really is. It just seems a great shame that Sega couldn't produce this sort of game two years ago. If they had, then the Master System would be a massive seller the world over, not just in Europe.

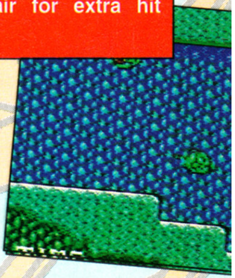
Unlike the graphics, the music in *The Lucky Dime Caper* doesn't jump out and grab you. It is one of those tunes that just seems to drone on and on and not go anywhere. The sound effects are disappointing, too, even to the degree that you will find yourself reaching for the volume control.

The gameplay, on the whole, is similar to *Mickey Mouse* in that you have to jump and hit things most of the time. However, all the levels are extremely packed with many different elements. You'll need to possess quite a variety of gaming skill to

PROTIP To kill the lion level guardian you will have to time your move carefully. The trick is to jump on his head and avoid the speed-blurred body. Stand on the edge of the centre platform and wait till he comes over, then jump up. If you have a mallet left, swing it while you are in the air for extra hit points.







SEGA
Master System
THE LUCKY DIME CAPER
Donald Duck

If you have ducked out of buying *The Lucky Dime Adventure* in your normal Sega stockist then try KC's Computer and Console Magic, 3 High Street, Loughborough, Leicestershire LE11 1PY. Tel: (0509)211799. It's where we got our version from, and the price is really weird, just £31.49!

PROFILE

DONALD DUCK ● SEGA ● £32.99 ● OUT NOW

CART SIZE	2Mbit
PLAYERS	1
STAGES	7
SKILL LEVELS	1
FEATURES	n/a

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Sega UK
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(071) 7278070

GRAPHICS
- ▲ How much better can MS graphics get?
- ▲ Superb cartoon quality animation

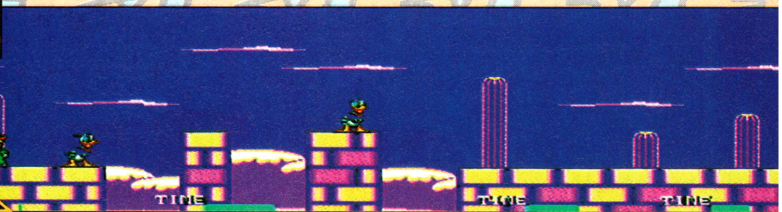
SOUND
- ▲ Variety of tunes and effects.
- ▼ But some of them are very dull.

GAMEPLAY
- ▲ Dead easy to pick up and play.
- ▼ Can drive you quackers with frustration

CHALLENGE 94
- ▲ Very long segmented levels.
- ▲ Like *Mickey*, this is a tough cookie.

If you've got a Master System, get the *Lucky Dime Caper*. End of story.

PROSCORE 94



ME CAPER
Duck

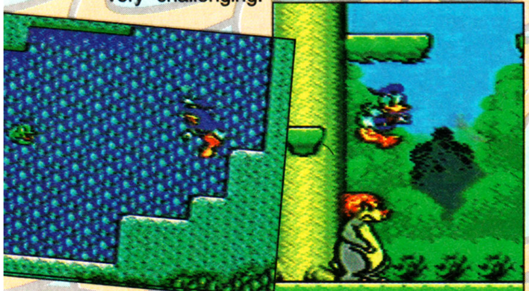
cross all the obstacles as every level requires a combination of strategies. But the levels guide you along in the right direction, so beginners and experienced players alike should find the game very challenging.

In fact, I couldn't get past level three (out of seven) but still came back to the game again and again. To compound the panic, all the problem-solving is against the clock, so as you try to puzzle with the pyramids in Egypt, the bar on the left-hand side slides down mercilessly.

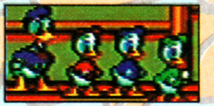
The only thing missing from this game is an indicator to show when your weapon is about to run out. All of the weapons you can use seem to be timed and it can prove very frustrating to encounter an old granny, getting ready to smash her head in with your mallet, when you discover that it has just run out.

This and *Sonic* are undoubtedly the greatest games ever on the Master System. I must admit, previously I approached Master System games with trepidation, but nowadays I'm champing at the bit to find out just how far they can push this little machine. The way Sega are going, the Master System could make a massive comeback in 1992.

● **Les "dead duck" Ellis**



The levels of The Lucky Dime Caper are the longest on the Master System, and certainly the most varied. Here you can see Donald swimming underwater (above), having a chat with Huey – one of his three kidnapped nephews – bouncing over the head of a bear and swinging through the trees of a forest. Donald is a very active duck!



ドナルドダックのラッキータイム
ゲームギア
専用ソフト
GAME GEAR
SEGA

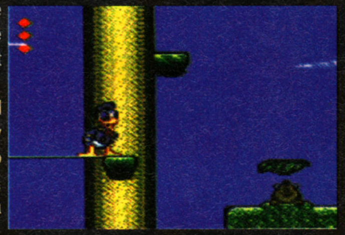
Can't find Donald in your local? Don't throw a bluey, we got our copy from Console Concepts, The Village, Newcastle-under-Lyme, Staffordshire ST5 1QB. Tel: (0782)712759. Just £24 for duck á la Game Gear.

DUCK!

HE'S ON GAME GEAR, TOO!

The graphics are always the first thing that amazes you in Disney games, and the boys in the US have done an incredible job to make the Game Gear do everything but stand on its head.

The main Donald sprite is superbly detailed, even more so than the MS version, with a large range a facial expressions. These change from his normal ready-for-anything face to a scowl when you keep him waiting for too long to a shiver when he gets cold in the arctic. When he moves around the screen he really flows, it really does look like a cartoon.



There's stacks of music, and every tune is much better than the MG, which goes to prove that there is an enhanced sound chip in the GG after all. Each level has a most suitable ditty, with the Egyptian level being the most atmospheric of the lot.

On first playing *Lucky Dime* I was slightly dubious about the standard of gameplay. It seemed frustratingly difficult to make any progress, but it only took a few goes before everything clicked and I really got into it. As time went on, it transpired that this version is quite a bit easier than the MS one. This is mostly due to the shorter levels, but I was soon on the last level which was a mite disappointing.

Even so, *The Lucky Dime Caper* is a great platform game, and highly recommended.

●**Les "Duckula" Ellis**

PROFILE

DONALD DUCK ● SEGA ● £24.99 ● OUT NOW

CART SIZE	2Mbit
PLAYERS	1
STAGES	6
SKILL LEVELS	1
FEATURES	n/a

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Sega UK
16 Portland Road
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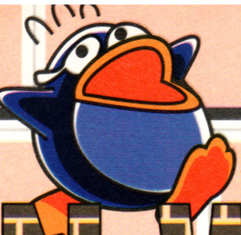
GRAPHICS ▲ Your Game Gear won't know what's hit it. ▲ Adjusted for the smaller screen.	90
SOUND ▲ Loads of different tunes, all very good. ▼ The effects are a bit ropey.	83
GAMEPLAY ▲ Simplicity improves the game. ▲ Very addictive on the later levels.	92
CHALLENGE ▲ Every level varies in strategy. ▼ Could soon be completed, though.	85

Lucky Dime Caper successfully brings the magic of Disney to the Game Gear.

PROSCORE 90

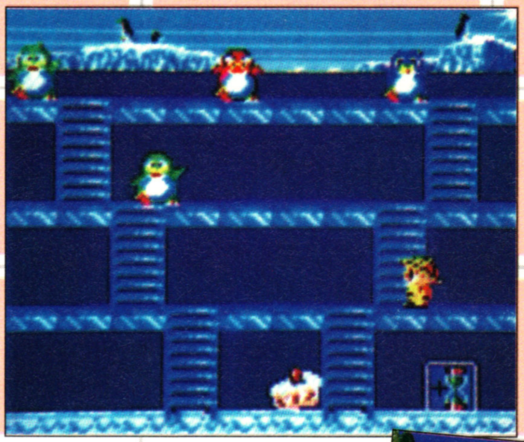


BERLIN WALL

Whoever thought a game called The Berlin Wall could be this cute. To be fair, The Berlin Wall has absolutely nothing to do with the dissolution of the greatest symbol of the Cold War. Neither does it follow the lines of a tense German spy thriller. No, The Berlin Wall is a platform-style game in the vain of Space and Alien Panic.

Your simple objective is to guide your hammer-wielding friend around screen after screen of intricate platforms avoiding the variety of colourful creatures and digging holes for them to fall into. Once trapped, you can smash their brains out in a distinctly tame fashion. The unfortunate goblins then turn into collectable goodies such as cakes (points) and a host of power-ups like a bigger hammer.

After a barrage of increasingly difficult levels, you must take on a larger deviant who can be anything from a wimpy ice demon to a manic purple radish with a deadly handbag!

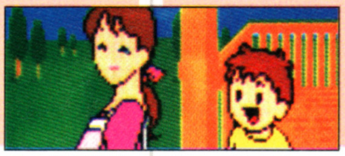


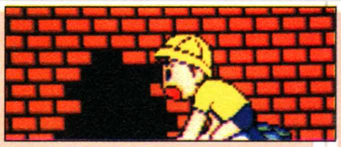
What the hell's going on? For years, East and West Germans tried to get everyone to help them knock down the Berlin wall and no-one would listen. Now it seems the Japs are sending over a litle boy and girl to help along the cause. Llittle do they realise, they are too late and the wall's disappeared. But all is not over as the wall has been infested by some very strange creatures and you must use your hammer to bash them on the head and send them back to Siberia where they came from.

You cannot fail to like this amazingly appealing and colourful arcade romp. The graphics are superbly colourful and humorous with a large and unrepetitive range of aliens to contend with. Sound far exceeds almost every other GG game with over 30 SFX and a great tune to complement the wacky action.

The backgrounds are well designed to give the *Rainbow Islands* look and while they remain large and colourful, they do not detract from the foreground antics. *The Berlin Wall* holds the same appeal as one of my all-time faves *Bubble Bobble*, with its cartoon graphics and monsters turning into bonuses.

PROTIP The guardians, beginning with the Ice Demon, need to have two holes dug side by side to fall into. Then hammer them down and trap them once more to finish them off. They only take two hits, but beware of the super weapons they use.





All the guardians are huge and incredibly well animated. I loved the hedgehog and his high speed roll attack (sound familiar), and the robot with his uncontrollable flying sprockets.

What makes *The Berlin Wall* really stand out is the presentation. All too often a great game (*Ninja Gaiden* for example) is let down by a lack of options or levels, but *The Berlin Wall* has all this taken care of. There are loads of options such as a sound test and continues, and even a link game option for two GGs. Coupled with some cheerful statics to accompany the storyline, you really feel like you've got your money's worth.

And this game won't be completed overnight. The first levels are deceptively easy; in no time I was on the penultimate land. But as the final stages unfold, the challenge really increases; bosses get bigger, meanies are intelligent, and it wasn't long before my early optimism was dashed by repeated loss of life.

That's not to say that *The Berlin Wall* is not rewarding, it is. I found myself cheering when a stubborn screen finally faded to black and the multitude of bonus screens and shops really made it worth persevering.

With so much dross around, *The Berlin Wall* shines through as one of the best GG titles so far.

● Damian "stone walled" Butt

—THE BERLINWALL—
ベルリンの壁
1-2
KANECO

GRAPHICS 93
▲ The cuteness of *Bubble Bobble*.
▲ Great statics and varied levels.

SOUND 90
▲ Loads of quirky tunes.
▲ More blips than a US radar.

GAMEPLAY 94
▲ So easy to play and enjoy.
▲ Fast and cheerful.

CHALLENGE 89
▲ Once you play, you're hooked.
▲ Enough levels to get lost in.

Possessing all the addictive qualities of Bubble Bobble. Simply excellent.

PROSCORE 92

PROFILE

THE BERLIN WALL ● KANECO ● £24 ● IMPORT

CART SIZE	2Mbit
PLAYERS	2
STAGES	25
SKILL LEVELS	1
FEATURES	teamplay

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Rumours that this is a Japanese version of Mallet's Mallet are vastly exaggerated.

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*USA / ENGLISH TEXT

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F-1 GRAND PRIX

You can almost smell the scorching rubber and nostril-burning petrol odours as you take control of one of the fastest cars in the world, catapulting across winding courses at over 300kph dodging and overtaking other racers in a desperate bid for the championship trophy.

F-1 Grand Prix is endorsed by Satoru Nakajima (an infamous Japanese F-1 driver who has now retired) and it is his technical assistance that explains the game's much hyped realism. Viewed from above, this speedy release may be similar to F-1 Circus (reviewed overleaf), but it has much more depth. There are the usual practice modes and grand prix race, but you can also choose from a selection of 16 courses and a cornucopia of famous teams whose names have been subtly altered to avoid libel suits. Now you get sponsored by the likes of Lutos, Brabran and Farreri. Hold tight and ram your pedal to the floor as you get to challenge the world's best in the ultimate prize fight.

Mega Drive Cartridge メガドライブ専用
F-1 中嶋 悟 監修
GRAND PRIX
VARIE

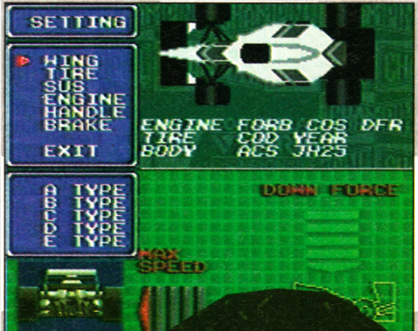
F-1 Grand Prix is not officially available in the UK yet, and the version we reviewed here is from Japan. If the game does appear over here, it is likely to be renamed as Satoru Nakajima isn't exactly a household name in Europe. Indeed, as this game isn't programmed by Sega, it may never see the light of day through the official channels. However, all is not lost as it is available generally through grey importers.

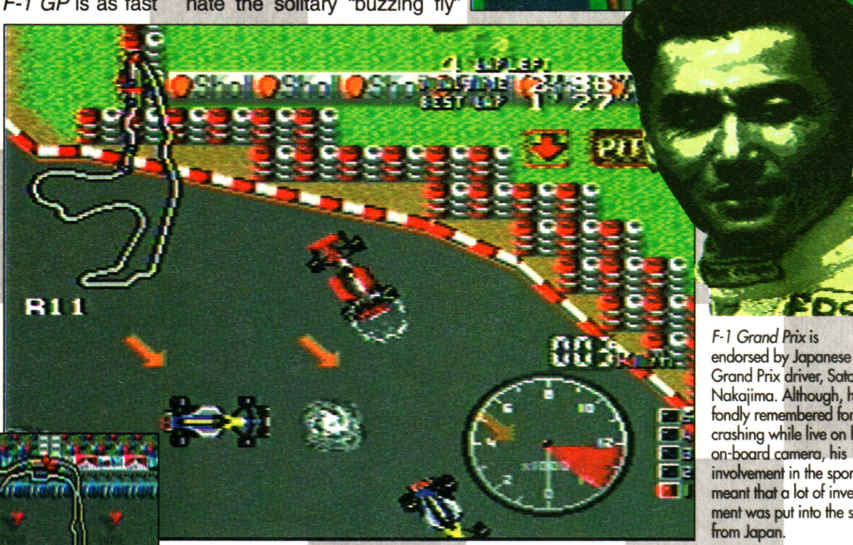
Be warned, you'll need your brain engaged in overdrive to get past the first marker in this ultra fast speed duel. Right from the start, this game says quality. From the highly impressive screens showing your silver dream machine to the digitised photo of the great Nakajima, the front end certainly prepares you for a visual delight.

The in-game graphics are surprisingly large, but they don't slow down the game one iota. *F-1 GP* is as fast as you can handle, any faster would be suicidal. Each course has a characteristic feel to it and the same goes for the multitude of cars on offer. The Tyrroll, for example, is amazingly fast but has unresponsive steering, whereas the Gabin is equally proficient in all areas.

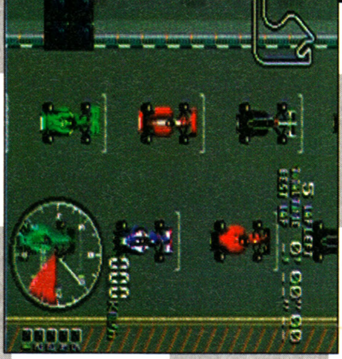
As you pass a

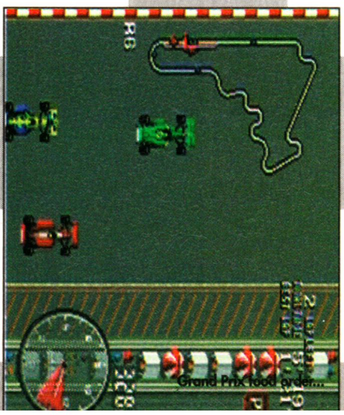
As you pass a persistent racer on a tight bend and then accelerate out of the curve, the thumping musical soundtrack comes into a life of its own and definitely enhances the hectic atmosphere. There are also some terrific wheel spinning effects and the whining engine noises really make you feel as if you are red lining it all the way. This sort of accompaniment is important because I hate the solitary "buzzing fly"





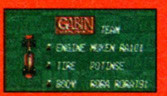
F-1 Grand Prix is endorsed by Japanese Grand Prix driver, Satoru Nakajima. Although, he's fondly remembered for crashing while live on his on-board camera, his involvement in the sport meant that a lot of investment was put into the sport from Japan.



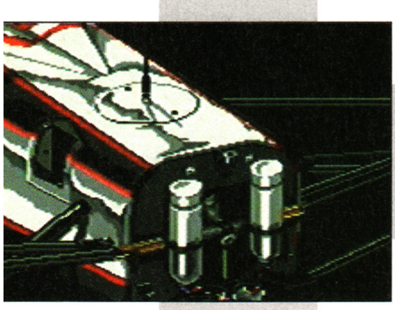


Grand Prix food order...

PROTIP



Use the Gabin race car with a good brakes setting and start on San Marino for an easy going beginner track. Not many hairpins and some great straights to catch up the faster cars. Also, use the grass to slow down on tight corners not severe braking.



PROFILE

F-1 GRAND PRIX ● VARIE ● £36 ● IMPORT

CART SIZE	8Mbit
PLAYERS	1
STAGES	16 tracks
SKILL LEVELS	1
FEATURES	n/a

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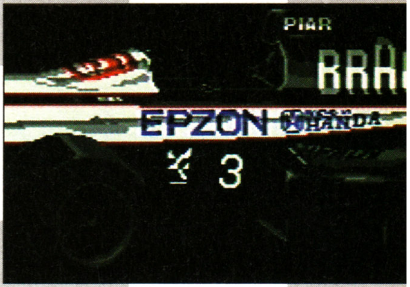
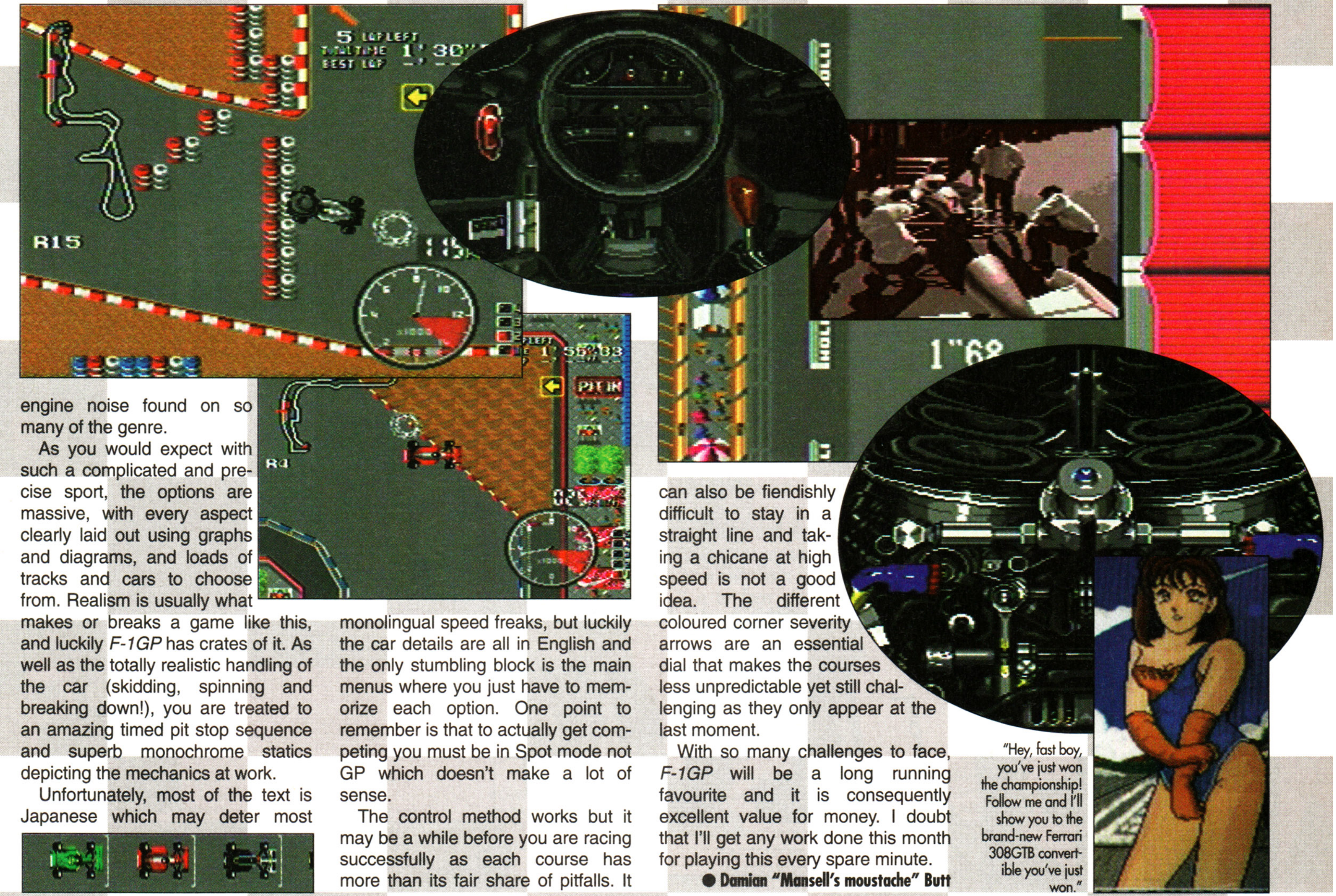




engine noise found on so many of the genre.

As you would expect with such a complicated and precise sport, the options are massive, with every aspect clearly laid out using graphs and diagrams, and loads of tracks and cars to choose from. Realism is usually what makes or breaks a game like this, and luckily *F-1GP* has crates of it. As well as the totally realistic handling of the car (skidding, spinning and breaking down!), you are treated to an amazing timed pit stop sequence and superb monochrome statics depicting the mechanics at work.

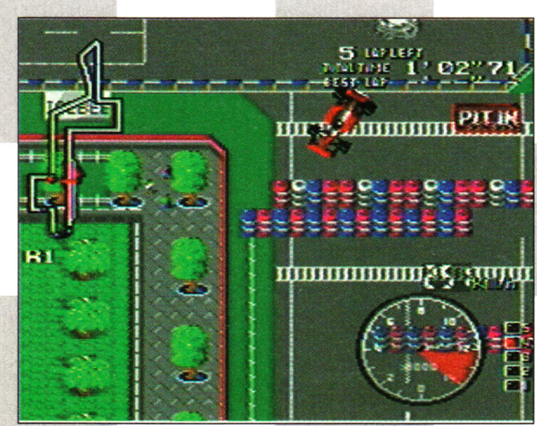
Unfortunately, most of the text is Japanese which may deter most monolingual speed freaks, but luckily the car details are all in English and the only stumbling block is the main menus where you just have to memorize each option. One point to remember is that to actually get competing you must be in Spot mode not GP which doesn't make a lot of sense.

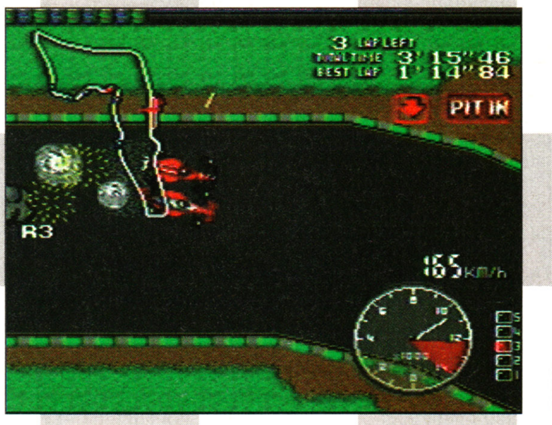
The control method works but it may be a while before you are racing successfully as each course has more than its fair share of pitfalls. It can also be fiendishly difficult to stay in a straight line and taking a chicane at high speed is not a good idea. The different coloured corner severity arrows are an essential dial that makes the courses less unpredictable yet still challenging as they only appear at the last moment.

With so many challenges to face, *F-1GP* will be a long running favourite and it is consequently excellent value for money. I doubt that I'll get any work done this month for playing this every spare minute.

● Damian "Mansell's moustache" Butt

"Hey, fast boy, you've just won the championship! Follow me and I'll show you to the brand-new Ferrari 308GTB convertible you've just won."





GRAPHICS ▲ Everything looks and feels great. ▲ Tracks are colourful and varied.	92
SOUND ▲ Music to rev your engine to. ▲ Tortuous revving and tyre screeches.	90
GAMEPLAY ▲ Once driven forever smitten. ▼ Takes a while to get to grips with.	85
CHALLENGE ▲ More than Mansell could take. ▲ Each course is a new experience.	90
The closest thing to racing without blowing your ear-drums. **PROSCORE**	88

a large portion of Mansell, a strawberry Senna and a Gerhard Berger.

Whenever anyone plays a racing game (real-life driver or not), a whole new persona seems to emerge. Gone are the cautious approaches to junctions, speed limits, the highway code, etc. All that is replaced by an insane desire to drive around hairpin bends at over 300 kph, while overtaking an opponent if at all possible.

With the spiralling prices of driving lessons nowadays, it's just as well there's a couple of car releases this month on the Mega Drive. Okay, the price of the cart may be the same as three or four lessons, but at least you don't get a massive repair bill every time you slam the car into the wall. And, let's face it, if you're hoping to be any good, that's what you'll be doing half the time in *F-1 Circus*.

F1 CIRCUS

STARTING GRID

There are so many options in *F-1 Circus* it could get confusing – after all, drivers are never credited with having much intelligence. These add great scope to the game and allow you to change things from the way your car steers and the type of tyres you use to external elements like the weather. This makes *F-1 Circus* VERY realistic.

Compared to *F-1 Grand Prix* (reviewed this issue), *F-1 Circus's* graphics may not seem quite as good, but they suit the gameplay perfectly. The main car is smaller, and fixed at the bottom of the screen, which gives the impression of more track being onscreen. However, the game moves a tad quicker, so the corners come up just as quickly. All the bends and straights of your favourite tracks have been perfectly recreated, even down to boats and roadside cafés in Monaco.

While the visuals are great, the sound is a little disappointing. The engine pitch sounds more like a 50cc bike than the throaty roar of a F-1 car. There are no skidding or crashing effects which severely effects the atmosphere of the game. The music compensates for this with ten thumping tunes to choose from. Personally, my favourite is With A Rush, but then my tastes in music are quite controversial.

There are around a dozen courses to compete on (not including endurance and test courses) and every one is VERY tough. And the season can be a long one, so it's great that the cart is battery-backed.

If you like your action stupidly fast and furious, with a little bit of strategy, then go for this. I dare say *F-1 Grand Prix* will sell tons more, but that's only because it looks a lot better. *F-1 Circus* is a much more intelligently programmed game.

● **Les "Senna's ego" Ellis**

PROFILE

F-1 CIRCUS ● NICHIBUTSU ● £38 ● IMPORT

CART SIZE	6Mbit
PLAYERS	1
STAGES	20
SKILL LEVELS	1
FEATURES	gamesave

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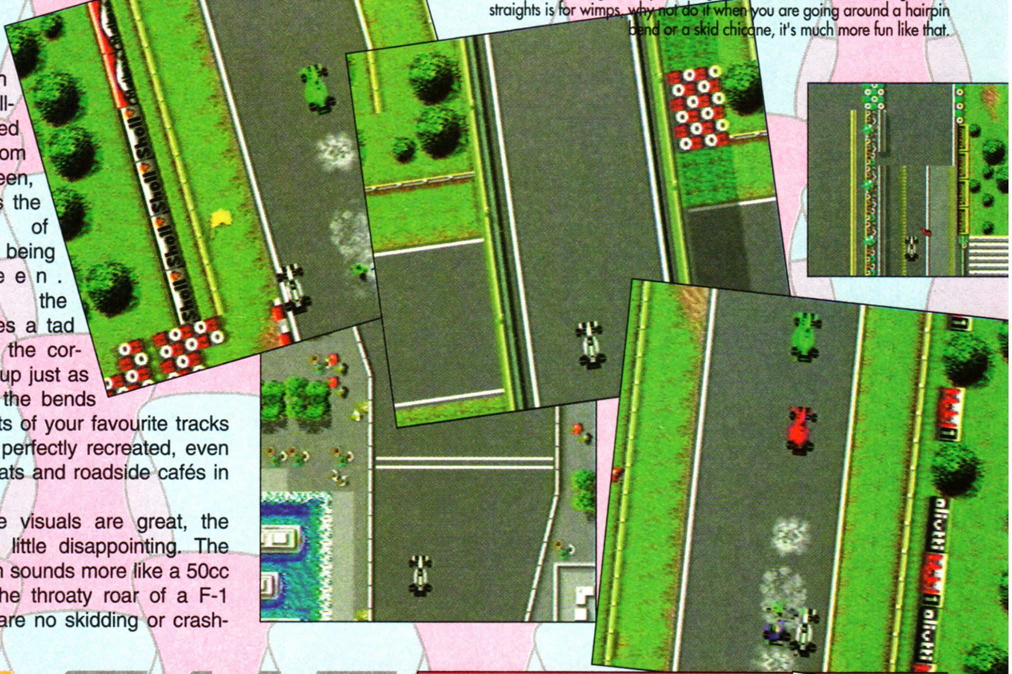
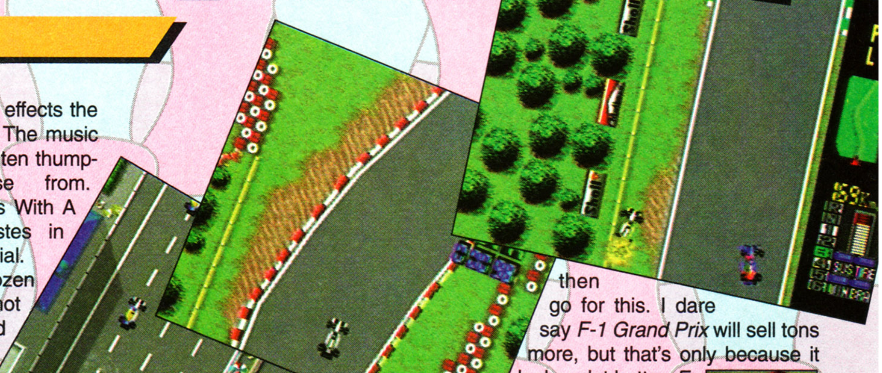
A puff of smoke in your rear view heralds a dramatic pile up behind you, probably caused by you as well. Watching all the cars pile up so that you can overtake them all is the easiest way to win a race. A pile up is much more likely when it is raining. As any budding Mansells will know, overtaking on the straights is for wimps, why not do it when you are going around a hairpin bend or a skid chicane, it's much more fun like that.



PROTIP If you want to go for the faster cars, then make sure you adjust your car to cope. The steering needs to be a lot lighter and the brakes should be improved.



GRAPHICS ▲ Very detailed tracks and scenery. ▼ The cars are a bit too small.	84
SOUND ▲ Plenty of great tunes during race. ▼ A few poor effects.	82
GAMEPLAY ▲ Very addictive racing action. ▲ Requires real talent to master.	88
CHALLENGE ▲ The opposition are tough, very tough. ▲ The sheer speed makes it a real challenge.	85

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PROSCORE 85

Murray Walker admits to driving down the motorway at 80 mph, the naughty chap.

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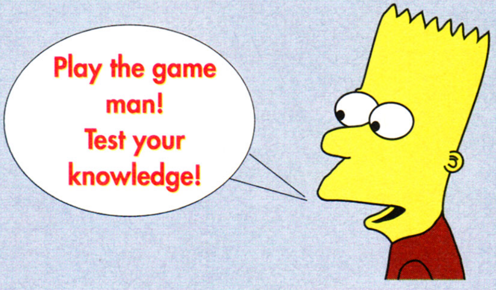
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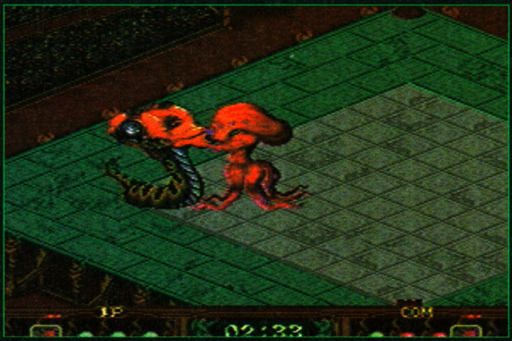
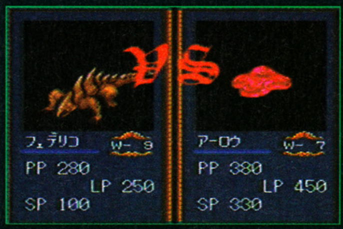
More violent than the SEGAPRO Xmas party, uglier than Damian with his designer scar and about as playable as a Timmy Mallet CD, welcome to the world of the Beast Warriors.

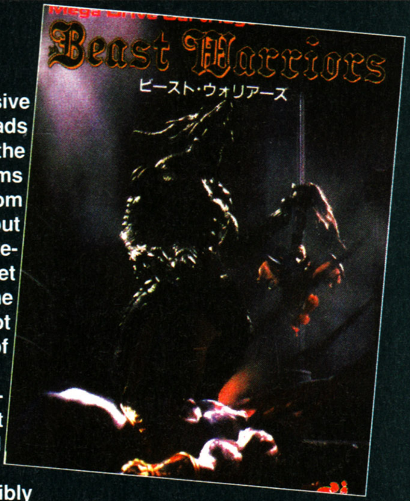
Climb into your monster fancy dress costume and slug it out with the ugliest creatures you have ever seen. These guys would look more at home in some film with Harry Harryhausen doing the effects (like Jason and the Argonauts). There are more beasts in here than in the freezer of the local Chinese take-away.

With the greatest monsters in the universe meeting for this mammoth contest, there's bound to be a lot of blood – make sure none of it's yours!

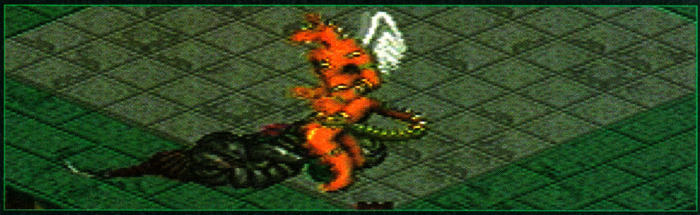


Possibly the worst beat-'em-up ever on the Mega Drive? Don't be fooled by the attractive graphics – this game is a real dog to play.

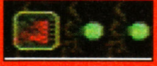


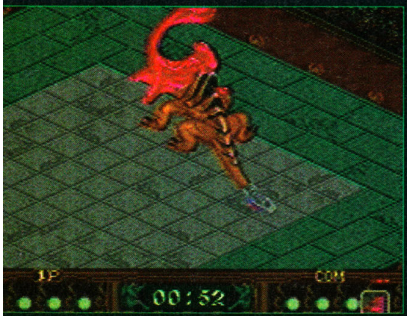


BEAST WARRIORS



PROTIP Keep an eye on your status bar. When an A appears next to your score, hit C and aim straight at your opponent to knock him down.





Beast Warriors is, personally, one of the biggest let-downs of the new year. With such a great name and the gory adverts that have surrounded it, you would imagine the ultimate blood bath, but right from the slightly out of focus title screen you just know that something isn't quite right. Ultimately, *Beast Warriors* is just plain and boring. A game like this should have had a massive intro, with heads flying across the screen and arms being pulled from sockets, but there's absolutely nothing to get the adrenaline running, not even a pool of blood!

Game graphics are not exactly what you would call extravagant. The two warriors, although well detailed, are terribly animated. When you do finally access a decent move, it only consists of a couple of frames of animation making the game look very inferior in the beat-'em-up genre. The combat arena is dull, containing little colour and nothing to look at. The addition of a crowd etc would have really increased the atmosphere, but this is sadly missing.

All the effects that accompany the moves usually consist of some sort of squelch, and the music is instantly forgettable. Playability in *Beast Warriors* is a bit hard to comment on – put simply, there isn't any. Generally, the fights take far too long to complete, and because of the lack of moves they soon become very repetitive.

Beast Warriors is an unusual game for Sega, it's a genuinely pathetic game. I mean, there have been some bad ones, but this one takes the biscuit. If all else fails in a game, the two-player game is usually fun, but even that soon becomes a real bind to play. If you must get a monster fighting game, get *Fighting Masters* instead.

● Les "monster mash" Ellis

PROFILE

BEAST WARRIORS ● RIOT ● £38 ● IMPORT

CART SIZE	4Mbit
PLAYERS	2
STAGES	16
SKILL LEVELS	1
FEATURES	versus

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GRAPHICS ▼ Terrible animation on moves. ▼ Boring, plain background; no intro.	39
SOUND ▼ Laughable sound effects. ▼ Music to throw up to.	32
GAMEPLAY ▼ Boring and repetitive. ▼ Two-player game sucks.	24
CHALLENGE ▲ Long tough fights. ▼ But can you stay awake?	60
Don't waste your money on this piece of trash. **PROSCORE**	30

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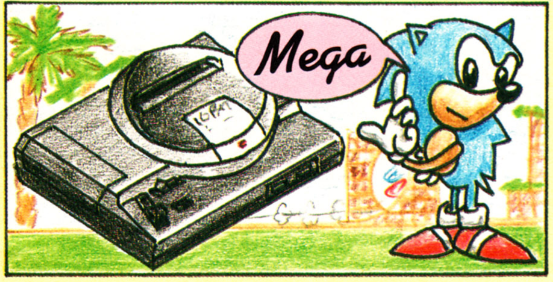

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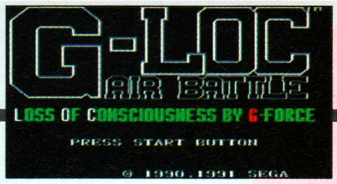
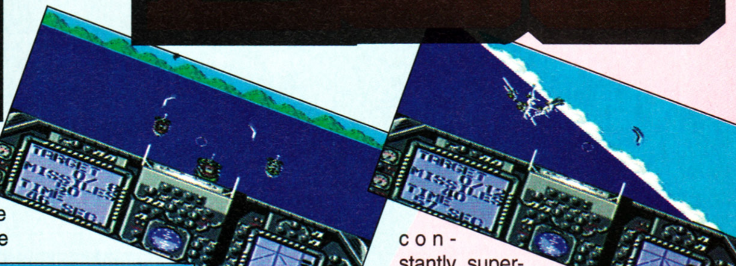

G-LOC AIR BATTLE
LOSS OF CONSCIOUSNESS BY G-FORCE
PRESS START BUTTON
© 1990,1991 SEGA

MASTER SYSTEM

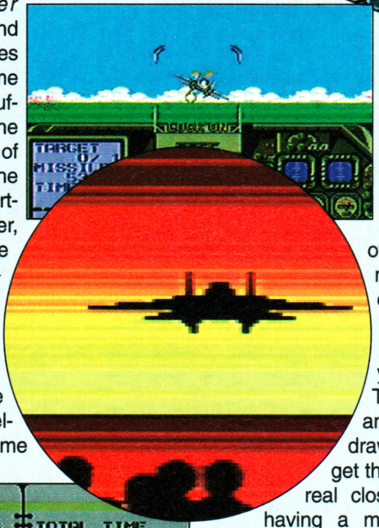
For the uneducated amongst you, G-LOC stands for Loss Of Consciousness due to G-forces. It is possible to experience this during daily life by, for instance, travelling down to London with Andrew Smales, however, usually only pilots experience it. G-LOC will happen, for example, when a pilot pulls an inverted loop at Mach 3, pulling (as they say in the trade) nine Gs. Although this is an incredible pose, it is also very dangerous as you tend to loose control of your arms and legs. Iraqi pilots wouldn't know about this because, a), their planes couldn't go fast enough and, b), they never got off the ground, anyway.

If you can't afford a fighter jet of your own, then you can experience G-LOC by performing either of two simple tasks. Either pop down to your local arcade and jump in Sega's R-360 rotating coin-op, or sit in a chair at home and pull silly faces with your hands while playing Sega's latest master blaster.

G-LOC



If you thought the *Afterburner* syndrome had disappeared with the Eighties, you were wrong. *G-LOC* takes off where *Afterburner* crashed and burned. It takes exactly the same format, and suffers from the same lack of depth in the gameplay department. However, the whole game has been supercharged and runs at a terrific rate on the Master System, with the same graphical excellence of the Game Gear version which came out last year.



With a game that runs as fast as this one does, you would expect screen flicker all over the place. To my surprise, I didn't come across any, even on the massive aircraft that you encounter. The enemy planes and tanks are well drawn and if you ever get the chance to take a real close look – without having a missile inserted up your tail-pipe – you'll see just how detailed they are. The larger craft are particularly noteworthy, especially the big bomber which requires six well-placed missiles to dispose of it. The landscape is largely plain and boring, but this is no surprise as it keeps the speed constantly supersonic.

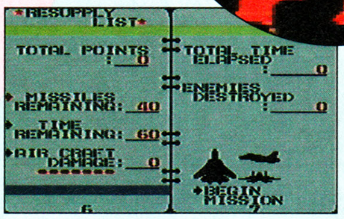
The music keeps the whole thing going at top speed as it pounds away in the background pushing you to go faster and faster. Effects are just limited to explosions, but what more can you expect on a blatant blast-'em-up like this?

My only gripe with *G-LOC* is that you don't always feel in total control of what's happening. This is probably because the game zooms along at such a rate that you get left behind. However, most of the time is just spent firing without aiming and swirly around out of control trying to avoid incoming missiles. Because you don't have time to stop and look around, you miss most of it!

One of the best bits of combat comes when the enemy gets a lock-on. The view switches to the back of your plane and you get to watch as you try to shake him off. This increases the panic ten-fold.

Much fun can be had playing *G-LOC*, but don't expect it to require *Phantasy Star* intelligence.

● **Les "hot shot" Ellis**


RESUPPLY LIST
TOTAL POINTS : 0
MISSILES REMAINING: 40
TIME REMAINING: 60
AIR CRAFT DAMAGE: 0
6
TOTAL TIME ELAPSED : 0
ENEMIES DESTROYED : 0
BEGIN MISSION
7

Consult your diary to see whether it is worth going up today or not. If you have to go up, it's not that bad. Just fly around, shoot down the odd plane or 20 and then get back in time for your sausage sandwich. Not to mention the glory, the hero worship and the inflated ego problem.

SEGA
Master System
G-LOC
AIR BATTLE

G-LOC came flying into our offices from RAF KC's Computer and Console Magic, 3 High Street, Loughborough, Leicestershire LE11 1PY. Contact the telephonic radar tower on (0509) 211799.

PROFILE

G-LOC ● SEGA UK ● £29.99 ● OUT NOW

CART SIZE	2Mbit
PLAYERS	1
STAGES	8
SKILL LEVELS	3
FEATURES	n/a

SUPPLIER
Sega UK
16 Portland Road
London
W11 4LA
✆(071) 7278070

GRAPHICS 88
▲ Lots of colour and detail on all the aircraft.
▲ Very fast moving graphics with no flicker.

SOUND 81
▲ In-game music encourages action.
▲ Believable effects for explosions.

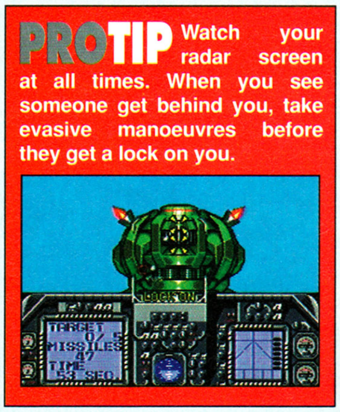
GAMEPLAY 79
▲ The battlecraft are a real saving feature.
▼ Can get very repetitive and uninvolving.

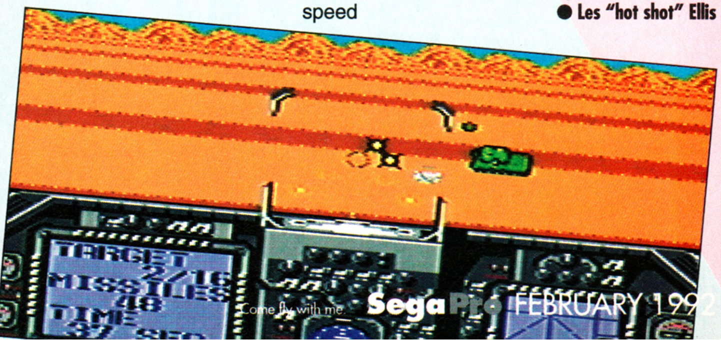
CHALLENGE 82
▲ Coping with the speed is tough.
▲ Eight long and tough stages.

Fun if you like your games fast and furious. A bit simple, though.

PROSCORE 83

PROTIP Watch your radar screen at all times. When you see someone get behind you, take evasive manoeuvres before they get a lock on you.





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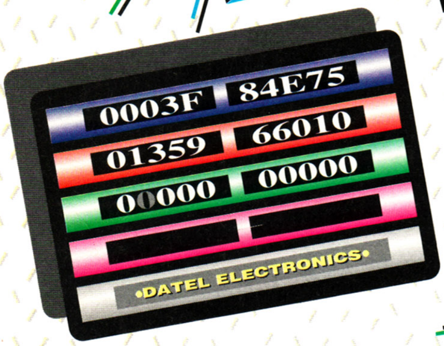

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GAMEBUSTER

YES WITH THE ACTION REPLAY CARTRIDGE YOU CAN NOW PLAY YOUR FAVOURITE GAMES TO DESTRUCTION!

☐ Just imagine, infinite lives, unlimited energy, unlimited power or extra fuel/ammo. Become invincible with the Action Replay Cartridge for the16 bit game console from SEGA ENTERPRISES Ltd.

☐ Very simple to use - just enter the parameter code for the game that you are playing and that's it. Now you can play games to levels you didn't even know existed.

☐ Action Replay is a powerful cartridge featuring its own on-board LSI chip specially designed to allow user to effectively "re-program" their games cartridges so they can play their favourite games to destruction!

☐ Full instruction manual gives you the parameters for most of the latest games plus many of the older favourites. We give you simple, easy to use inputs to get more or infinite lives, more fuel, more energy,cheats, etc. etc. with your favourite games.

☐ With its advanced ASIC hardware design the Action Replay cartridge canreact to new games as they appear-the latest parameters are published in your FREE monthly issues of GAMEBUSTER magazine.

☐ No user knowledge is required at all -if you can play the game you already know how to use Action Replay. All input is via the joystick/pad -it couldn't be simpler.

☐ Also works as an adaptor for Japanese type cartridges (an adaptor alone would cost up to £20!!)

☐ Comes complete - no more to buy!

DATEL Electronics Limited

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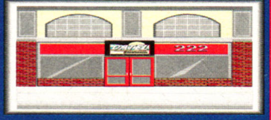
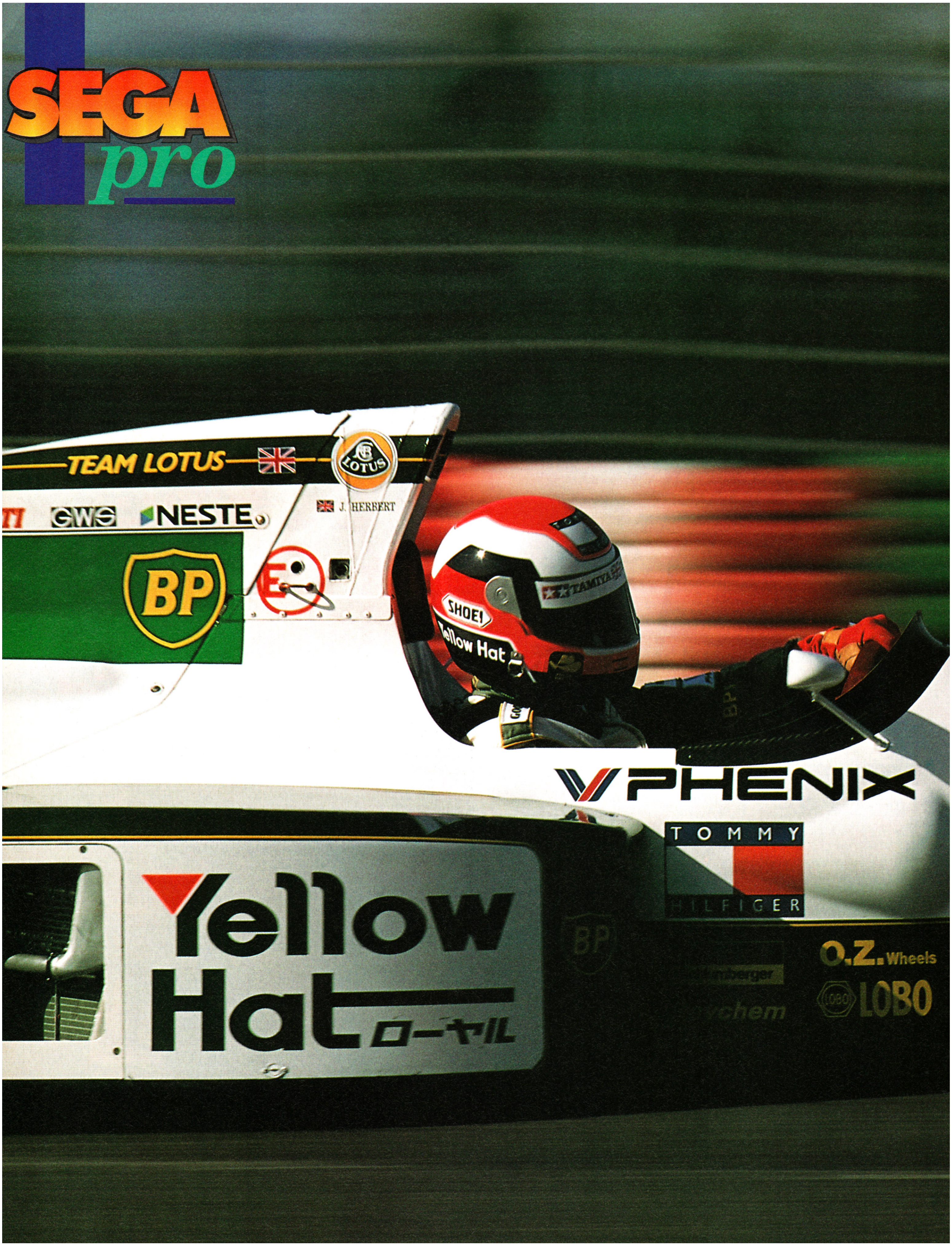


222, TOTTENHAM COURT RD,
LONDON, W1. TEL:071 5806460


SEGA pro
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LOTUS
J. HERBERT
GWS
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PHENIX
TOMMY HILFIGER
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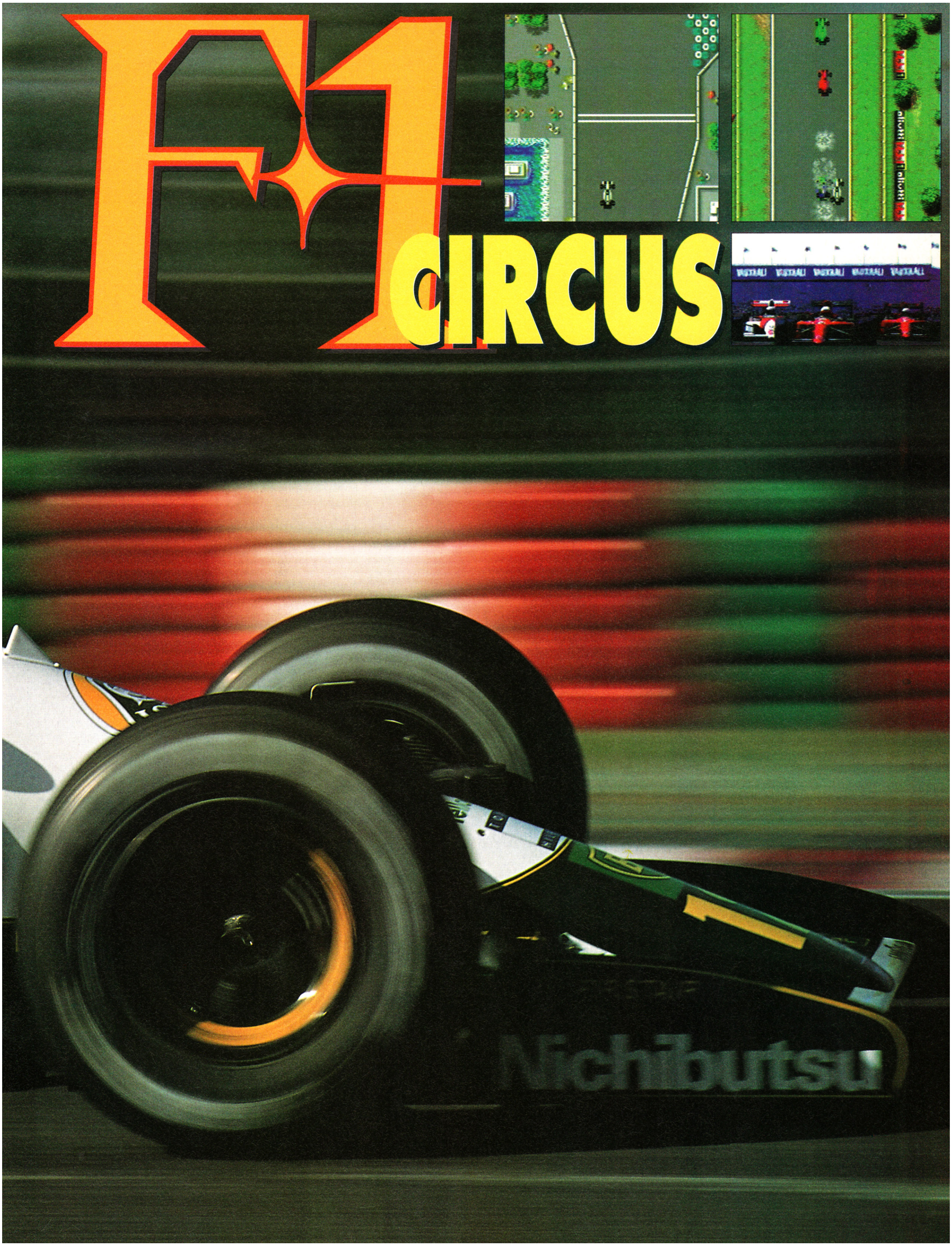
F1 CIRCUS


Nichibutsu

pro test

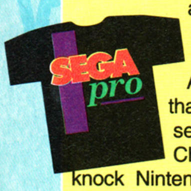
Got a beef with Gamesmaster? Fallen in love with Dominik Diamond? Fear not, for ProTest is here to listen to your grievances. Send your letters to: ProTest, SegaPro, 7a Wicker Hill, Trowbridge, Wiltshire BA14 8JS. Best letter and artwork of the month gets a limited edition SegaPro T-shirt.

TO BE THIS EASY TAKES SEGA

Dear Sir

I am writing to complain about Sega's game difficulty level on some of their console games. It saddens me very much if I buy a game that has a lastability level of zero, and thus means that game will be completed within a few days.

Ninja Gaiden on the Game Gear is one of the many sad Sega efforts at a good, well-known game on other systems. I have many buys like this on the Master System, too, although I must admit that in recent months there have been a fair share of good games like *Xenon II*, *Sonic* and *Donald Duck*. Mega Drive owners do not have to bother, as most of their games have a difficulty selection option.



Although figures show that Sega has the best selling consoles over Christmas, they would knock Nintendo and Atari dead if they put a bit more challenge into their games. I mean, no-one complains about frustration.

This may not be the case for first-time buyers of Sega products, but us experienced lot up here would like to see more challenge in future Sega games.

Jonathan MacLellan, Potton

We agree. That's why the challenge rating always carries a lot of importance in our reviews. In fact, while we gave 71% overall to Ninja Gaiden, it only got 54% for challenge. By the way, even though Mega Drive games have difficulty levels, they are also fairly easy – especially the shoot-'em-ups.

BEN'S A GIT!

ProTest!

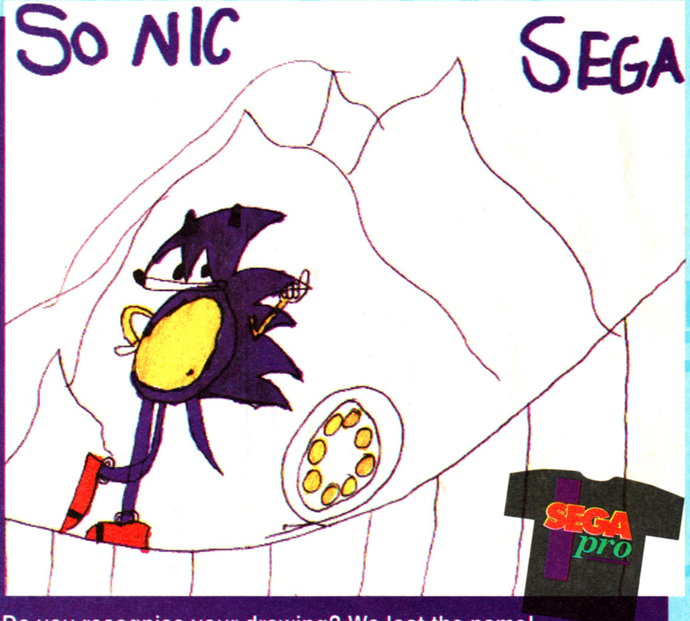
I have a friend called Ben Cottam, and him and his precious [mag's name deleted to protect the guilty] reckon that Mega-CD software will cost around £20, no more than £25. And in your mag you said that the games would cost about £38-£48 (£10-£20 more than the Japanese price). So could you please print this to teach the stupid git to buy SEGAPRO!

Lee Huite, Manchester

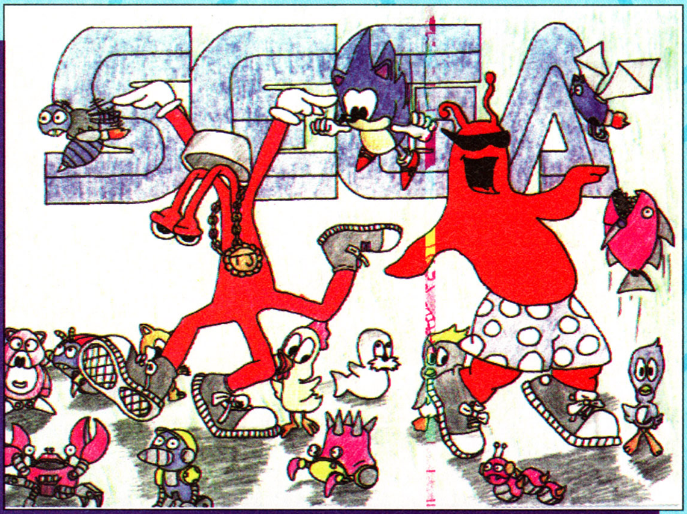
PS: Is there any chance of me winning a T-shirt?

A quick phone call to your local mail order man will, as we predicted, reveal that Mega-CD games are selling for around £40-50. However, the prices are expected to fall after the first few months to around £35. When it comes to the facts, you can always trust us to come up with the goods. Although CD games may cost less than carts to manufacture, the extra cost is justified by the immense development time that the massive CD games require and the larger manuals that go with them.

PS: No chance.



Do you recognise your drawing? We lost the name!



James Hall, age 13

A JOKER WRITES...

One day a man with two Irish sons died. He had two horses so they took one each. "How are we going to tell the difference between them," said the first. "I know, we'll cut the ear off one of them," replied the other.

Over night, the earless horse bit the other's ear off. On seeing the horses, one brother said, "Not to worry, I'll just cut the tail off mine." Unfortunately, over night the horse bit the other's off. When they saw this, the two brothers couldn't believe it. "I tell you what," said one, "you take the black one and I'll have the white one."

Richard Wedge, Warrington

THE TEN-FINGER SHUFFLE

Dear Sir/Madam

On the cover of the box containing the fab *Revenge of Shinobi* on the Mega Drive, why has the ninja got ten fingers on one hand?

Sam MacMahon, Bath

Good question, mate. After looking through a few books, it seems that part of a ninja's tremendous skill is the ability to transfer fingers from one hand to another, and thus improving their efficiency. Either that or the artist was so bad at drawing, you didn't notice the other hand!

CHEAPER CARTS?

Dear ProTest

After looking at some of your ProReviews, I noticed that some games have very low marks. What possesses a software house to release such terrible games? And, worst still, charge full price for them? Do these companies think that the public are stupid enough to buy them? I think it would pay to correct the faults in the game and then release it as far more people would buy it.

Is there any chance of Mega Drive prices being lowered?

Paul Millman, Broxbourne

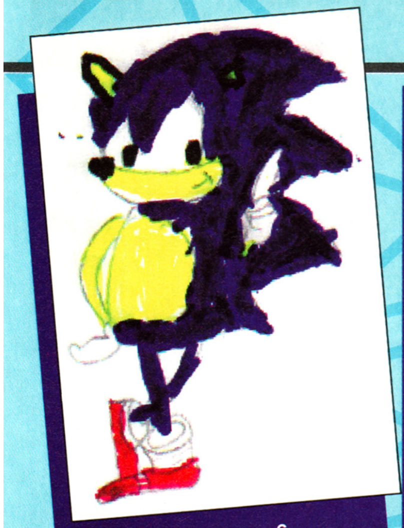
Even though we can look at every game objectively because we haven't been involved in its creation, software companies can't and they think every game they produce it superb. Months later (when it's too late), they realise why it got bad reviews. Even so, if a game is really bad because of a botch job by the programmers at the last moment, most companies will put it out regardless in an attempt to make their money back on it.

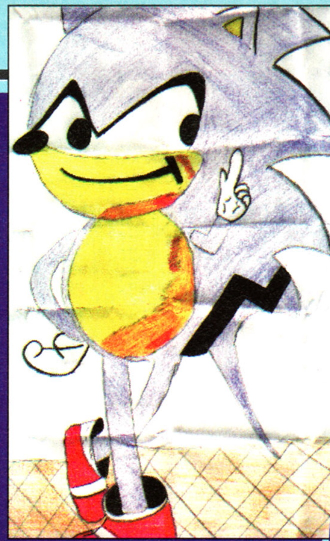
PERFECT? NOT QUITE

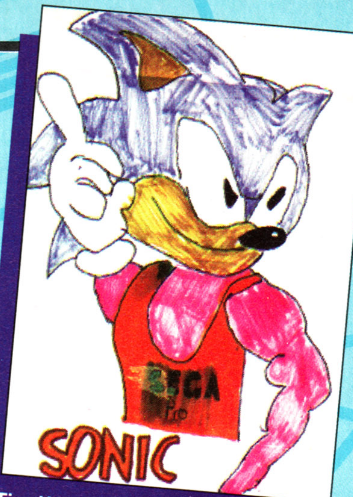
Dear SEGAPRO

I noticed in the advert for SEGAPRO#3

Q: What do you call a Skoda with twin exhausts?


Andrew Henze, age 6


David Oakley



Tim Weston

From Scraggy Sonic to Super Sonic. Sonic is certainly the most popular subject for the ProArtists, so why not send in your contribution to the usual address. If it's judge good enough by our team of expert designers (taking into account your age, of course), then you'll win a limited edition SegaPro T-shirt. This month's winner, pictured left, impressed us because, unlike most entries, it did not seem like it was traced and is certainly quite original. Unfortunately, no name was included with it, so we don't know where to send the T-shirt. Let that be a lesson to you all to write you name, age and address on the back of your drawing!

in issue two games like *Ax-Battler, GG Sonic, Slider* and *Frogger* would be reviewed. I immediately went to the newsagent and bought SegaPro#3, but the titles you mentioned weren't reviewed.
Alex Rosen, London

READER CHART GAME GEAR

1. Halley Wars
2. Heavyweight Champ
3. Super Monaco GP
4. Shinobi
5. The Berlin Wall

Rudi Halfmann, Leicester

Dear SegaPro
What's going on? You claim to have Sega reviews before anyone else, but what happened to *Donald Duck* for the Master System? I'm afraid Mean Machines got there before you, as with *Super Kick Off*. Also, what happened to *Asterix* as promised in the ad for SegaPro#3.

Apart from these few niggles, congratulations on an excellent mag.
James Bird, East Dulwich

In the adverts for the next issue, we generally try to predict what we will have in as it's impossible to say at time of going to press. It always happens that some games are delayed, and we have no control over that. Some games, though, like Ax-Battler, aren't reviewed because they're RPGs that are so packed with Jap text that we decide to wait for the official UK version. Sonic and Donald Duck are reviewed this issue. Incidentally, a little known fact outside of the console world is that Super Kick Off was playtested by Julian "Jazza" Rignall, who also happens to be editor of Mean Machines. This may go some way to explaining why that magazine got the Super Kick Off reviews before anyone else!

EXPRESS YOURSELF

Dear Sir
I have something to say about the packaging of English Mega Drive games. Although I know that it's the game you pay for, I really must express my feelings about the instruction manuals. They are black and white and in three or four languages. The Japanese carts have one language and full colour manuals – and we have to pay more for our games! Okay, thanks for listening and keep up the good work. Only one gripe, your screenshots aren't very clear.
L Ostname, Sorry

We fully agree. The only extra production cost that Sega UK's carts have over Jap ones is that they have to get the instructions translated. This alone does not cost an extra £10 or £15 per cart! The Jap inlays are about ten times better than the UK ones which is why many, many people prefer to buy their games through grey importers from Japan.

HATE CAMPAIGN

Dear SegaPro
I don't like Mirrorsoft one bit for copying Nintendo games like *WWF, The Simpsons* and *Terminator 2*, or any games from Atari and different computers and game systems. Sega does not need Mario or Bart's family.
Simon Thomas, Great Missenden

Are you nuts? What's wrong with having a game from another system on Sega? Surely if the game's great, it doesn't matter where it's come from. Incidentally, how do you feel about games from the arcade? Very few Sega games are original, most are licences from other systems, coin-ops, comics, TV/films, etc. By all reason slag off other game systems (like Nintendo), but don't slag off great Sega games just because they happen to come from a poxy system.

PROQUOTES

Some quick SegaPro snippets from letters we couldn't print in full.

"Super fab and groovy"
Andrew Pilliner, Halesowen

"Sod off Mean Machines, move over for SegaPro."
Greg Long, Haslemere

"Your Christmas issue was Roger Goble (or Mega Brill)."
John Alec Weston, Huddersfield

"The write-up on The Immortal *was as brilliant as the game itself."*
A subscribing Pro, Cardiff

"Please put more reviews on MS and GG." (We really do try!)
Sam Marsh, Bristol

"I am not a moaner."
Graham Pack, Waterlooville

"I think your mag is brill, the same as the Game Gear."
Steve Dellow, Bounville

"I may forget to buy SegaPro next month." (!)
Sam Hamoudi, Stretford

"As a team of experts, I wonder if you could help me."
BJ Cathie, Great Yarmouth

"Hi to Darren 'Daz' Power, Nikki 'true love' Puttigan and Duncan 'Doughnuts' Mathers."
Steven Rutherford, Lanarkshire

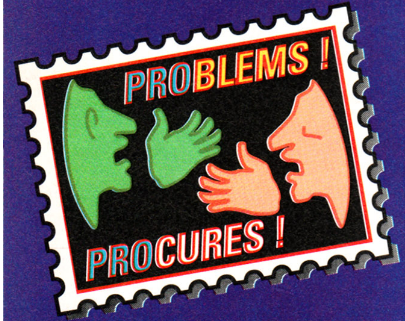
PROBLEMS! PROCURES!

Muddled about the Mega-CD? Confused about conversions? Rattled without release dates? Do not fear, for the column with the dodgy heading is here to answer all your problems. We'll answer absolutely anything that's troubling you, although playing tips enquires should be addressed to the ProTips department.

The Mega-CD has thrown up loads of interesting questions and problems. If you have any queries, send them in, but try not to ask questions we've already covered in previous issues. The mysteriously named **MH** from Doncaster and **Graham Pack** informed us that Mega-CDs don't work quite as expected on machines converted to run in PAL on UK TVs. It seems that because the screen display has been slowed down for the UK system (from 60Hz to 50Hz), the CD sound runs out of sync. This is because the music has been recorded to run parallel with a display running at 60Hz, therefore any tunes etc will finish before they are supposed to. Although this may not see disastrous, it is very noticeable while you are playing. If this happens to you, and you find it very annoying, all we can recommend is that you take your Mega-CD back to the place you bought it and either ask for your money back, or offer to swap your PAL UK Mega Drive for a Japanese Scart machine (if you have a TV socket with Scart). MH also wants to know if you can get a Scart lead attached to a TV set. Unless your TV has some other kind of RGB input, via a round socket for instance, then it's impossible to take the output from the Scart socket into your TV. As usual, contact your local computer shop, and ask them for concrete advice on the subject.

An inquisitive **Tony Abbot** asks if the Mega-CD is better than the CD-TV. The CD-TV is basically an Amiga with a bigger storage system. It's more expensive than the Mega-CD package and not as powerful. The Mega-CD only plays games, while the boring CD-TV has few games but loads of "educational" software.

Douglas Picken wants to know if *Street Fighter II* and *Thunderfox* will be coming out for Mega-CD. Well, there are big rumours about *Street Fighter II*, but all we've seen on sale in Japan is a CD containing the arcade music. We have never seen any concrete info about *Street Fighter II*, therefore – unlike other magazines


PROBLEMS !
PROCURES !

– we have never said it is coming out for sure. *Thunderfox* is already out in cart form, although it only runs on Scart Jap machines. We don't forsee a Mega-CD version.

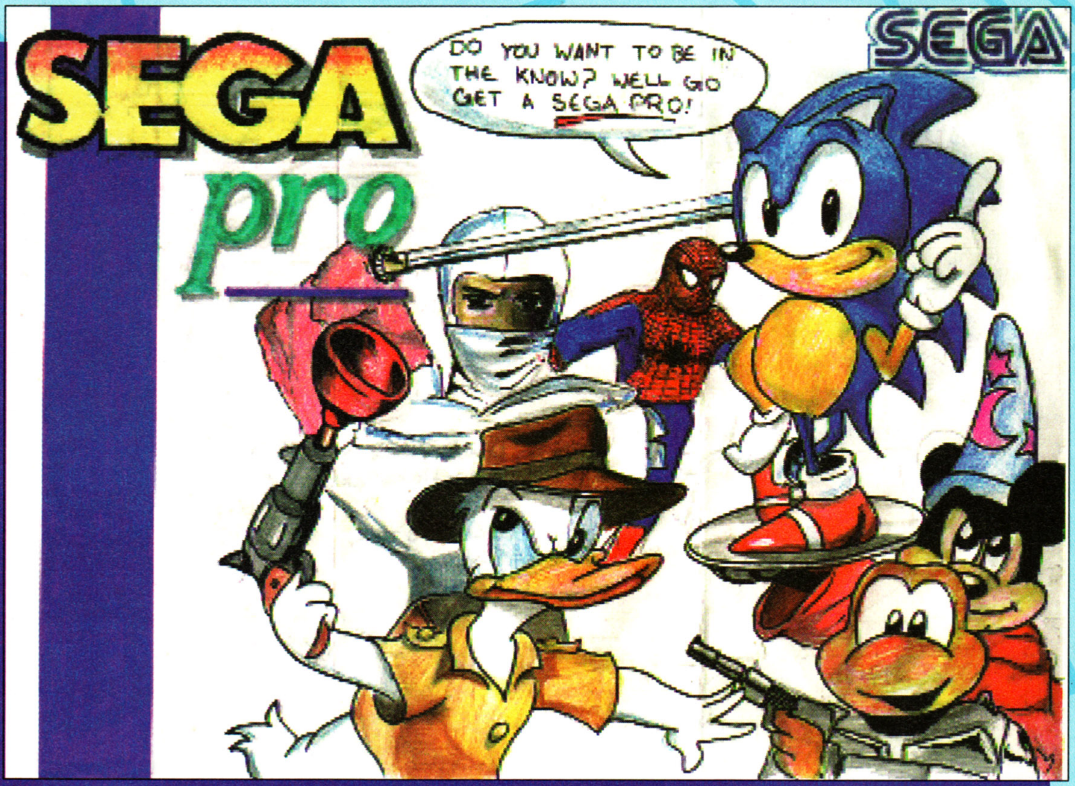
Doug also wants to know if the price of the Mega-CD will drop by July. Well, the import versions will because Sega UK are planning to release it for £299. A few people have also asked if the machine will play music CDs without being attached to the Mega Drive. Unfortunately, it won't as all the CD controls (play, rev, ff, etc) are done via onscreen menus. There are no exterior controls whatsoever. Also, the machine relies on being attached to the Mega Drive and won't power up without it being attached.

Finally on the Mega-CD, **Paul Welsh** saw that *Sim Earth* is coming on CD and wants to know if *Sim City* is coming out for the Mega Drive. Sadly not, only *Sim Earth* on CD at the moment. *Sim Earth* is the latest version of *Sim City* and is much better than the original. It allows massive interaction with all of the elements from the first. Believe me, once you've controlled the running of the whole planet, you'll never want to go back to *Sim City* again.

Onto other things, and **Gary Mayne** wants to know when *Sonic 2* comes out for the MS, will it be any harder? It should be. Sega made all the first versions of *Sonic* very easy to introduce everyone to the character. For a lot of Sega owners, *Sonic* was the first game they ever played.

Tim Broonbill wrote to say that he couldn't get the *Sonic* cheat in SEGAPRO#2 to work on his MS version. Duh! That's because the tip was for the Mega Drive version – no wonder you couldn't find button C. As far as we know, there are no joypad cheats for MS *Sonic* – the game's pretty easy as it is. There's a complete solution in SEGAPRO#3 if you're still stuck, Tim.

Game Gear owner **Stewart Roberts** wants to know if cheats on the MS work through the Master Gear, if they'll be a convertor to play GG games on the MS, and if there's a


SEGA
pro
DO YOU WANT TO BE IN THE KNOW? WELL GO GET A SEGA PRO!
SEGA

David Johns, aged 15

THE FACTS OF LIFE

Dear SEGAPRO

I have read through your SEGAPRO#3 and think you put in too many mail order adverts.

If you took the adverts out, you could fill up the space with a question and answer section for readers' queries on games.

Rhys Lewis, Dyfed

I hate to say it, but we have to take this many adverts to make the magazine pay for itself. Compared to many magazines we could mention, our ratio of ads to editorial is pretty low. If we get loads of adverts in, the extra money gained goes into printing more pages for the editorial.

We've been hoping to have a Q+A section in playing tips for the past few months but, as you point out, there hasn't been enough room. Reviews always tend to get priority, but we'll try to squeeze it in next month, so get sending those queries into ProTips.

Adrian Dunleavy

THE LONG LOST SEGAPRO

To somebody down at SEGAPRO

I need help! I am trying to find issue three of SEGAPRO, released on December 12. I have been to WH Smith and every computer shop in my area, and I just can't find it! I am now beginning to wonder if it ever went on sale – I don't think I could take that. So if it has been released, could you tell me where I could get a copy. I would be very grateful.

From an anxious and desperate person.

Richard Jordan, Reading

PS: Good luck with issue four for January. Ignore all those stupid letters about Game Over, saying it's a stupid idea. Tell them where to go, it's great.

Last issue, we tried so hard to get in loads of things that the mag was a week late on sale. Even so, it came out four weeks after the previous one strangely enough. If it hadn't been late, we wouldn't have been able to include the paperback tips book or the Mega-CD feature. We weighed up the Pros and cons, and figured that the issue was worth waiting for (we hope you agreed). Because we were late with that issue, this issue is late on sale by a week. The two weeks of Christmas holiday didn't help much either. Anyway, this issue was also late because we felt we had to get a CES report from Las Vegas in. If you look around, you'll see that we were the first in the UK with on-the-spot features on both the Mega-CD and CES. Next issue, the whip is being cracked and we promise to get the mag on sale on the day it's supposed to be. (There's also an extra day in February this year, so that should help, eh?) If you want to be sure of getting your mag every month (and joining the SegaPro club in the process), you can always take out a subscription.

TO REVIEW OR NOT TO...

Yo ProTest!

In issue three, you reviewed *Marble Madness* and said that EA assured

EXIT WINNER!

Another cryptic Exit compo had you stumped last month. Best of the lot was from a very irate OJ Irish in Modbury, South Devon. It went like this...

A man was walking down a windy street and popped into a chemists. "I'll have some mega dry lip cream, please," he said. The Sega-owning chemist replied:

"Ah, you mean you want a packet of condoms. What size would you like? We stock Games-X, Mean Machines and SEGAPRO size.

"Games-X size, please," said the man.

"Extra small it is then, Mr Mario. Good day to you, you greasy, fat Italian with a homosexual moustache and a perverted penchant for wearing monogrammed scarlet dungarees. I hope to never see you in my shop again, unless it is to buy piles cream, in which case I shall laugh loudly and give you a free tube.

"Begone immediately or I shall banish you to Southend, along with all the other strange hairdos of the modern world."

Well, it seemed funny at the time. Close runners-up were the Small family from High Wycombe, whose best attempt was "I'm sorry sir, we only do that for the Master System." (At least someone out there saw the Mega Drive twist!) OJ gets a free cart for his trouble.

you there were going to be eight difficulty levels. How many other games have you reviewed which were unfinished versions? Final changes to a game can either make it a good or bad game.

Lawrence Hene, Stockport

So far, Marble Madness *has been the only game we have reviewed which has been unfinished. If we do review unfinished games in future, we will always insure two things. 1) That the alterations to the final version are not so different as to make it completely different from the review. 2) That we say in the review what changes the publishers expect to make in the finished version.* Marble Madness *fulfilled both these criteria. We felt that the difference between it having three and eight difficulty levels did not change the fact that the MD version didn't have enough content to justify the price.*

DON'T IGNORE US

Yo! ProTest!

I would like to start by saying that I have a Master System 2, and am glad to have one. But there are a couple of things that you can't get for the Master System that you can get for the Mega Drive or Game Gear, like a convertor or even a CD player. It seems that the Master System is being left out.

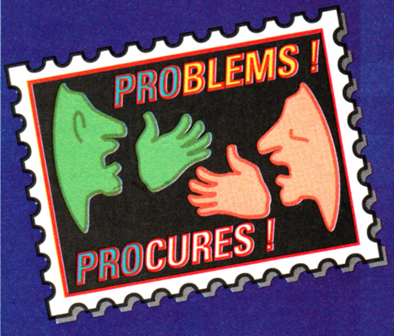
John Farrell, Bath

Yeah, what's up with you Sega? The Mega Drive and Game Gear may be the future, but what about supporting the console that is currently the best-selling console in Europe? One reason you don't see any expensive peripherals on the Master System is that they wouldn't sell that well. Generally, most Master System owners are very young and can't afford to spend £300 on something like a CD player. Also, the Master System isn't as powerful as the Mega Drive so you can't expect it to have powerful peripherals.

Even so, the last memorable MS add-on was the rapid fire unit. Not much of a record, is it? We hope Sega improve in 1992.

SEGA
pro
Nin do Busters

Barrie Elliott


PROBLEMS !
PROCURES !

protector for the Game Gear screen. Well, any cheats that don't use the second MS joypad port at all should work. A convertor for the MS could be a great idea, but the sound chip is a bit different on the GG and the Master System wasn't built with the Game Gear in mind. Finally, we haven't seen any protectors for the GG, but there must be one somewhere. Can anyone help?

Peter Prickett sent in a most confusing letter. He says he's having difficulty entering the password on GG *Ninja Gaiden*. Well, it should give you the option on the title screen, below the game start option. Although we haven't seen an official version, we assume that this is the same as the Japanese one we reviewed. If it's any different, please tell us.

A few people wanted our considered opinion on some things. **Iain Murray** wants to know which is better, *Desert Strike* (out March) or *F-22*. For pure action, *F-22*. If you want some planning and strategy, get *Desert Strike*. Both look good, though. **Rudi Halfman** wants to know the same about *Rolling Thunder 2* and *Streets of Rage*. Tough one, both are brilliant. *Streets of Rage* is great fun, but too easy. However, *RT2* is very tough yet not as gratifying. Don't forget, *RT2* is a Jap Scart-only game! Rudi also wants a Woody Woodpecker game for the GG. Sorry, we haven't heard any news on one yet.

Paul Robbins wants to know which is best, the Action Replay or the Game Genie? The Action Replay does the job, and the codes for it are kept well up to date. The Game Genie isn't out till July so it's impossible to judge that. Paul's mum wants to know if there's a lock for the Mega Drive to stop Paul playing it. Yes, there is, but it's only available in the States at the moment. (Lucky for you, Paul!)

Some folks want us to look into the future. **James Dalley** wants a sequel to *Streets of Rage*. Seeing as it was amazingly successful all over the world, you can be sure of *Streets of Rage 2*. **Gary Marrison** wants *Golden Axe* for the Game Gear. There is already *Ax-Battler* (who was a character from *Golden Axe*), but that was a very boring RPG game. Nothing else is planned for the GG. **Stephen Hancock** wants more *Shinobi* games, and a footy game. No news on any ninja games yet, but there's *Champions of Europe* coming for the MS in May and *Super Kick Off* on the MD.

Finally, a few more technical queries. **Marc Jones** from Ross-shire asks about the Turbo Joypad. Try TV Games on (081) 7867816. And, yes Marc, the Mega Drive joypads will work on the Master System, although the button numbers aren't the same.

Gavin McKeown asks if he swaps the circuit board of his UK Mega Drive with that of a Jap one, will he be able to run Jap games? Well, Gavin, as the prevention is primarily a physical one (that the cart slot won't take carts), this will do nothing for your problem. You can save filing down your cart slot by purchasing a convertor which plugs in between the machine and the Jap cart. KC's Computers, ☎ (0509) 211799, have just the thing for just £6.95. (But – for **Rajan Sharma** – it won't convert the text to English!)

When **Alex Pearce** connects his Mega Drive to the TV through Scart, the display shifts to the top-left of the screen. This is quite a common problem, and something you can do nothing about. It all depends what make the innards of your TV is. Basically, if either the TV or Mega Drive is Japanese, you may get a little change in where the image is displayed. Don't worry about it, you will only loose a few pixels off the screen.

Alex Munro's American Game Gear appears to have a non-standard power supply connector. You can get an adaptor, so you can use the official power supply and battery pack, from Tandy. Just take in your Game Gear and they should be able to help you.

Lastly, **The Gurch** from Humberside asks: If Mickey Mouse and Sonic the hedgehog had a fight, who do you think would win? Well, seeing as Mickey Mouse is 50-odd, and Sonic's a mere sprite and twice as fast, I would imagine Mickey's butt would be kicked.

And on that note, we wish you another trouble free month

PROQUOTES

"I got a Mega Drive for Christmas, and all I have got to say is it's Sega-Sonic-Fun."

James Day, Bognor Regis

"We completed MD Bonanza Bros *in one day."*

Andrew Joplin and Martin Woodford

"Keep it up! (Julian Rignall can't.)"

OJ Irish, Modbury

"Yeah, I really like SEGAPRO. How did you get that Mega-CD info so quickly?"

Stuart Wynne, ex-Sega Force

A: You can shut the door on a Skoda.

PAPERBOY

Ahhh, paper rounds: one of the most dangerous, underpaid and unrecognised perils of adolescent life. When I was at school, everybody who was anybody had one and as a result they suffered from hyperthermia, blisters and deep depression – and that's on the good days. There was something about getting up at the crack of dawn, riding (if you were lucky enough to own a bike) through freezing conditions to the shop and then lugging five tons of rain-mashed dailies across town for little pay that really made us appreciate it.

Paperboy brings all those memories flooding back. The object is to survive a week by delivering as many copies of The Daily Sun newspaper to your subscribers, whilst trashing the property of non-subscribers and avoiding the countless hazards such as dogs, lawn-mowers, cars and angry neighbours. At the end of the day you can assess the damage and try an obstacle course for points. But remember, paper-dudes, it's a jungle out there.

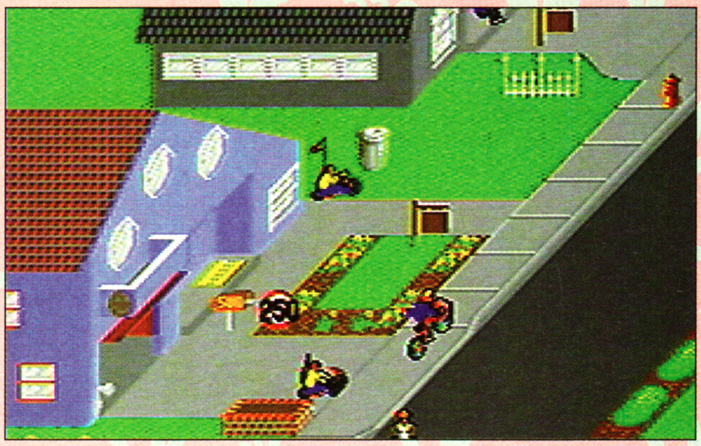
Frankly, my hopes were not high that this Tengen licence would be any good. With such a hot coin-op, there was too much riding on it being a success that it was bound to be a turkey. Happily, I was wrong. *Paperboy* has all the addictiveness and humour of the cabinet – and comes at around a quarter of the price! This licence is obviously the linchpin in Tengen Europe's plans to produce excellent arcade conversions and if they are to be as good as this then I have no worries.

It all starts with a great static of the ace paperboy, and the visual touches just keep coming. The graphics are lavishly coloured, with the streets finely detailed and crammed with activity. Some may criticize the lack of definition of some of the backgrounds (making it occasionally look like something on the Master System); true, they do appear blocky when compared to *Streets of Rage* (in fact this would be an ironic subtitle for *Paperboy*), but after a few goes you ignore this as the sheer playability takes over.

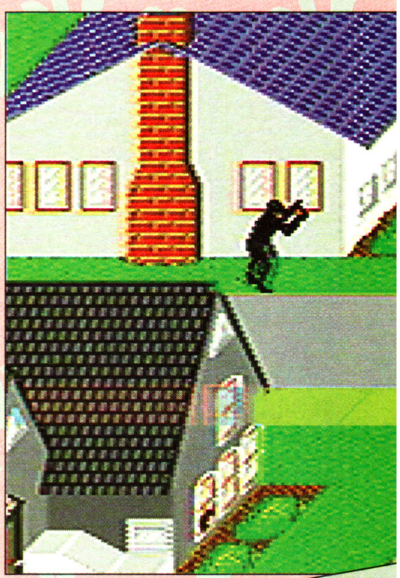
The weird and cranky inhabitants of the streets are well animated; I loved the werewolf who breaks out of stone to bite you on the harder levels and the uncannily realistic dog woofs and cat howls. I also liked the burglars, but unfortunately the cars are, as ever, completely lifeless and look like they float on air.

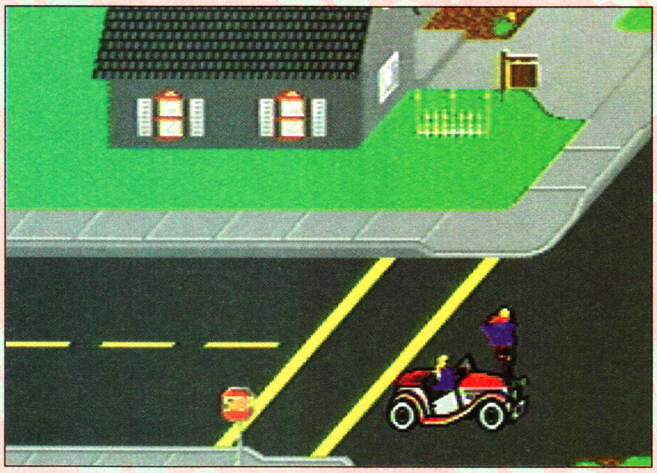
Speech, which failed to appear on the home computer versions, makes a welcome arrival. Although, initially, it is muffled and distorted beyond all recognition, you soon gain an ear for it and pick out phrases and moans amidst the street mayhem.

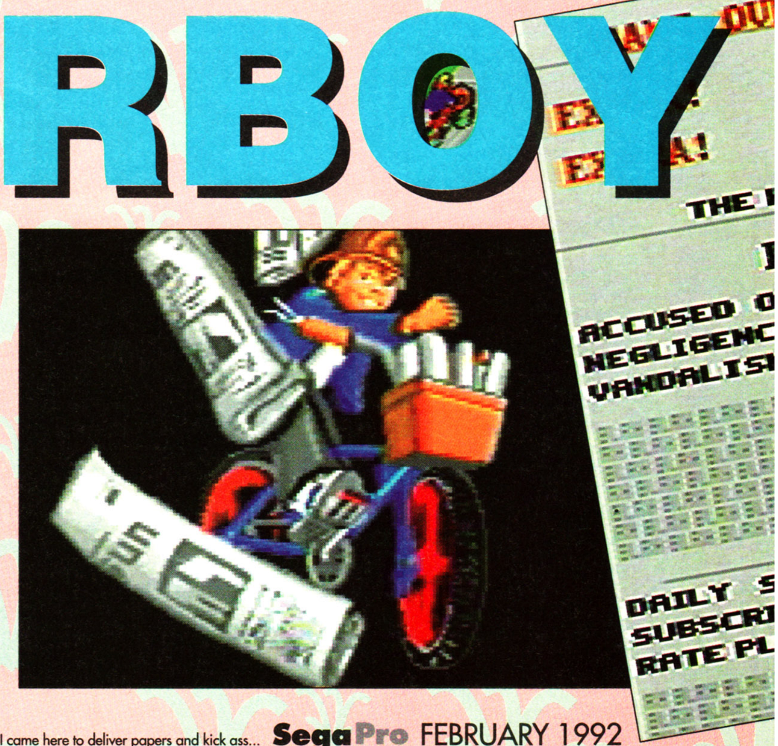
Paperboy's challenge is as hard today as when it was released way back in the early Eighties. Easy Street is hardly that, and the two higher levels require super games-playing talent unheard of on the Mega Drive. What is especially rewarding, though, is the way you can totally fluke your way through a tough bit and get that little bit further

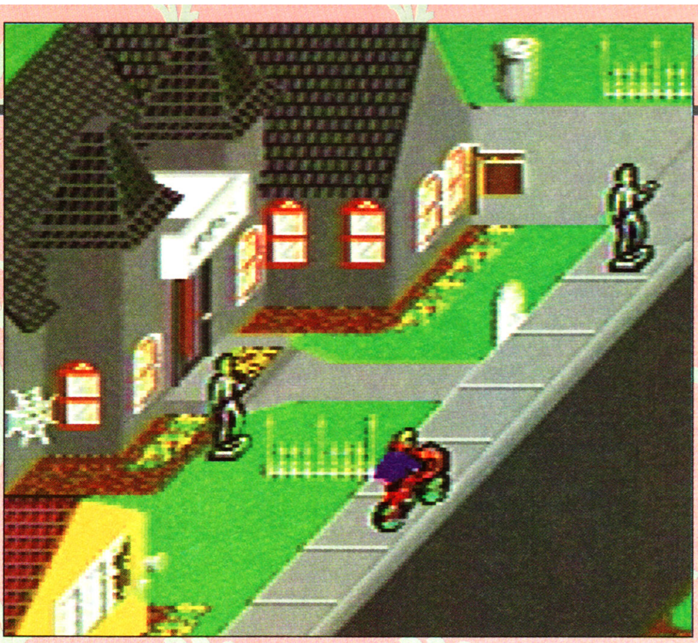


(Above) Geez! Life's getting dangerous on the streets nowadays. Most people just don't appreciate what your average paperperson has to go through to deliver the daily news. Here you're avoiding two kids mucking about with their go-karts – and the pavement ain't very soft if you get hit by them and land on it! Spack 'em with a paper and get mega points.







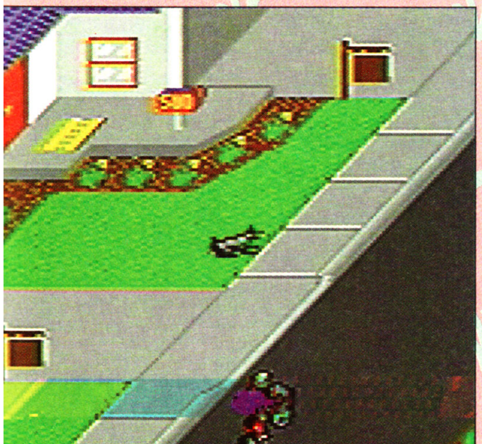


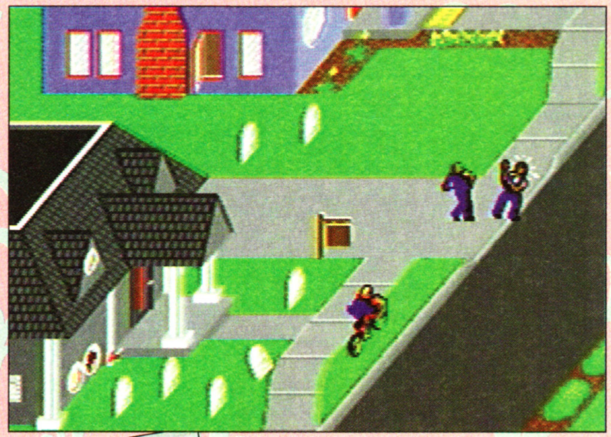
just through sheer luck and a burst of adrenaline. Another part I liked was the lifelike handling of the bike. Despite possessing some of the unfair collisions present in the coin-op, you still don't feel cheated when you come a cropper.

I think it's safe to say that all the features of the original, such as The Daily Sun headlines, street map and stunt course, are faithfully represented here and this makes *Paperboy* an enjoyable and satisfying distraction on a rainy day. I found that you can still pop back for a ride any time and find new bonuses and routes, and you don't necessarily have to bull's-eye the mail box, you could, for example, hit the door mat or put it on a garden table. It will take an incredibly nimble and lucky player to get them all and this is what makes *Paperboy* an instant hit with us real-life veterans.

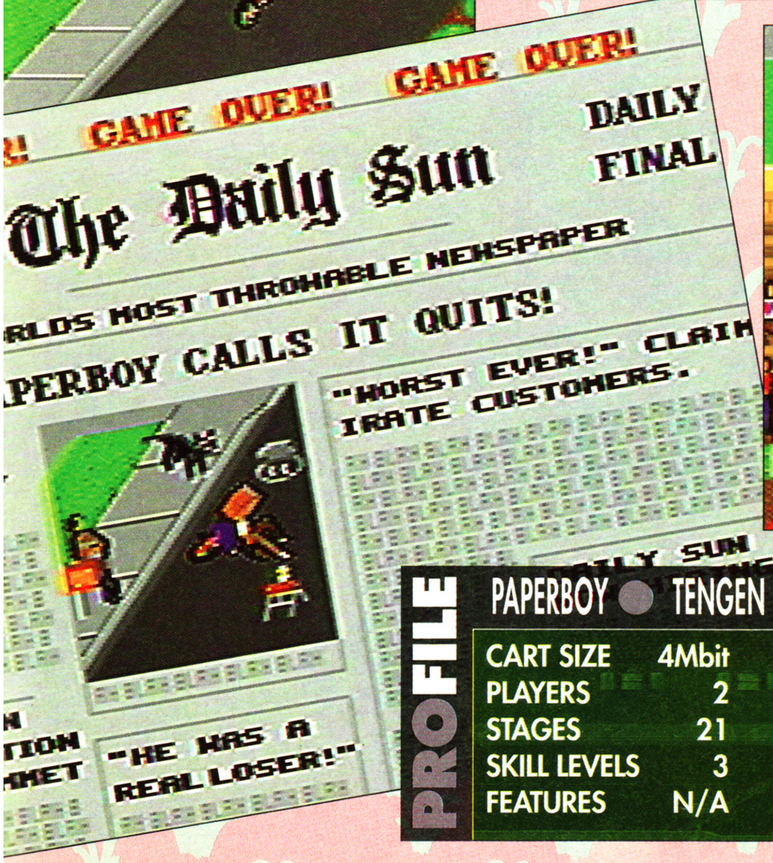
● Damian "The Mail" Butt

PROTIP For cats, move up to them slowly so that they run ahead and you can avoid them. This strategy can also be used on other obstacles like the cars and lawn-mowers.





(Top) Watch out for Les as you try to pass his house without getting possessed by a demon. While you're at it, smash all his windows because he's not a subscriber. (Far left) Do you bit for neighbourhood watch and hit the burglar on the head with one of your papers. Also, watch out for the cat that's waiting to knock you off your bike. (Left) There's a fight taking place on the street, so watch out where you're riding and don't get hit by a stray punch. You're just passing Les's house again, so knock over the gravestones.



R! GAME OVER! GAME OVER!

DAILY
FINAL

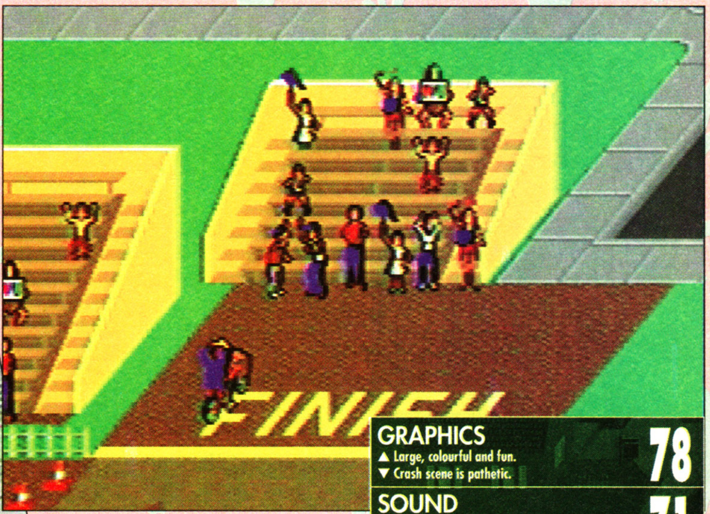
The Daily Sun

RLDS MOST THROWABLE NEWSPAPER

PERBOY CALLS IT QUITS!

"WORST EVER!" CLAIM
IRATE CUSTOMERS.

"HE WAS A
REAL LOSER!"



PROFILE

PAPERBOY ● TENGEN ● £39.95 ● OUT NOW

CART SIZE	4Mbit
PLAYERS	2
STAGES	21
SKILL LEVELS	3
FEATURES	N/A

SUPPLIER
Domark
Ferry House
51-57 Lacy Road
Putney
London SW15 1PR
✆(081) 7802222

GRAPHICS 78
▲ Large, colourful and fun.
▼ Crash scene is pathetic.

SOUND 71
▲ Good speech, if a bit muffled at first.
▼ The rest sound like the Acorn Electron.

GAMEPLAY 82
▲ All the fun of the coin-op.
▲ So many new hazards to avoid.

CHALLENGE 87
▲ Three completely different streets.
▲ No two games are the same.

Fun, frenetic and highly addictive – but so's the Spectrum version.

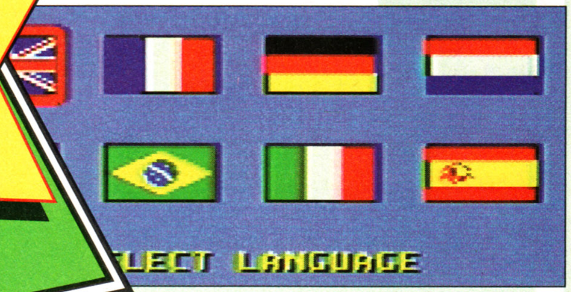
PROSCORE 80

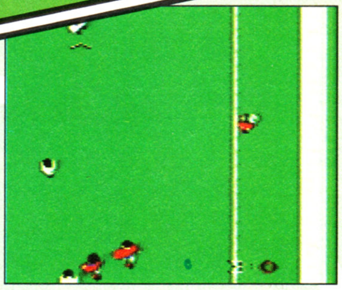
SUPER KICK Off

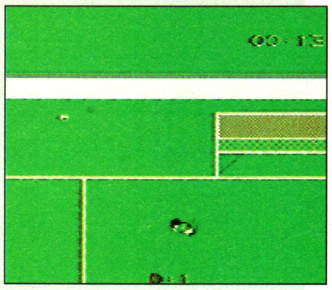
Opinion as to the worth of MS *Super Kick Off* was radically divided between two warring factions. There were those who believed it was more playable than any other MS game (except *Sonic*) and broke new boundaries on the 8-bit machine. But a significant voice argued that, in fact, it was massively flawed and shouldn't have received such high ratings. I have to say that I was more inclined to the latter group because, despite the many reviewers' and playtesters' over-zealous ravings, I saw some quite blatant gameplay flaws.

Now the GG version flops onto the mat and it really seems to bury any past criticism. US Gold have managed to cram everything in, with some of the options actually geared to the smaller screen. Faster, smaller but better than ever before, GG *Super Kick Off* will score with everyone.

PROTIP Tempt the goalie. This is achieved by dribbling up to him to draw him out, then dodging round and shooting into an open goal.







The big question is whether or not *Super Kick Off* on the GG will be a direct port from the MS, and if so, will it inherit its predecessors flaws?

Obviously, with such a small screen, the graphics are bound to be small, but *Kick Off*'s were already small to begin with. The result is that the action can be unbearably painful to the eyes as the tiny sprites zip all over the pitch with lightning moves that sadly suffer from speed blur. Players be warned! Long sessions on *Super Kick Off* will not only give you a squint but could give you a serious headache.

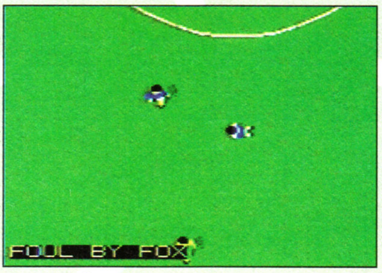
US Gold have given the options a Jane Fonda work-out to fit into the GG's smaller screen. Many memory-wasting screens have been axed, but the options are still as comprehensive as ever. Now they are displayed on a central menu with sub screens where applicable. I commend US Gold on a game that has at least been tailor-made for the GG.

The changes aren't just on the presentation, though. During the game, you don't get a scanner anymore, which not only gives a better play area, it also undoubtedly speeds up the gameplay. Also, the whole game doesn't stop for the Injury Time message, which was another fault with the MS version. Finally, and thankfully, the control method is a great improvement on the MS. Now it's easy to trap and dribble the ball, and goal scoring is also more fair with the goalie fumbling and easily deceived.

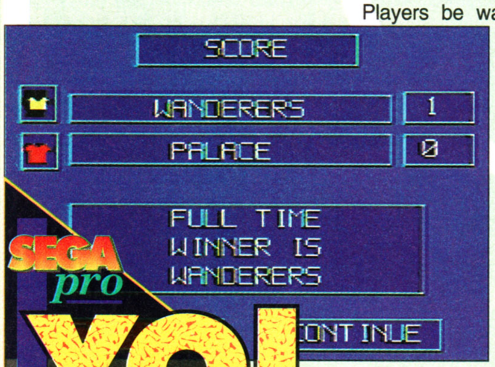
The only thing that seems to have been copied directly from the Master System is the sound. The tune and effects weren't too good on the MS and fail to excite here, but in a football game, they never really carry any importance anyway.

GG *Super Kick Off* just goes to show that a Master System game can play a terribly lot better on the Game Gear if a bit and thought goes into the conversion. While the merits of the Master System game were dubious, there's no doubt the GG *Super Kick Off* is in a league of its own.

● Damian "still kicking" Butt



Most of the onscreen information has been lost in the GG version, but you are still told what the score is and how long is left on the clock. It's good to see the back of the scanner, because it only slowed the game down and got in the way of the action.



SCORE

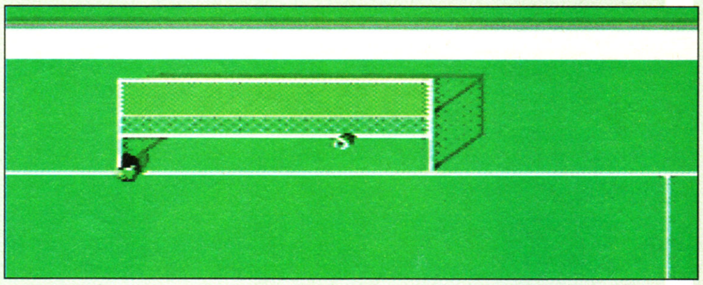
WANDERERS 1

PALACE 0

FULL TIME
WINNER IS
WANDERERS

CONTINUE

SEGA pro YO!



GRAPHICS ▲ Extremely fast. ▲ Tweaked for the small screen.	74
SOUND ▼ Corny footballing tune. ▼ Elastic band effects are sad.	54
GAMEPLAY ▲ Massively playable from the start. ▼ Eye strain could deter long plays.	91
CHALLENGE ▲ Very tough computer opponents. ▲ Plenty of teams provides variety.	90
The best football game for ANY Sega – so far. **PROSCORE**	90

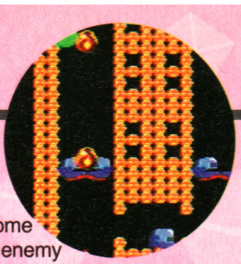
PROFILE

KICK OFF ● US GOLD ● £34.99 ● OUT FEB

CART SIZE	2Mbit
PLAYERS	2 Link-up
STAGES	n/a
SKILL LEVELS	3
FEATURES	teamplay

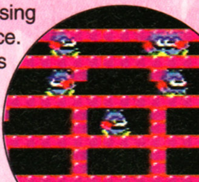
SUPPLIER
Unit 2/3 Holford Way
Holford
Birmingham
B6 7AX
✆(021) 6253366

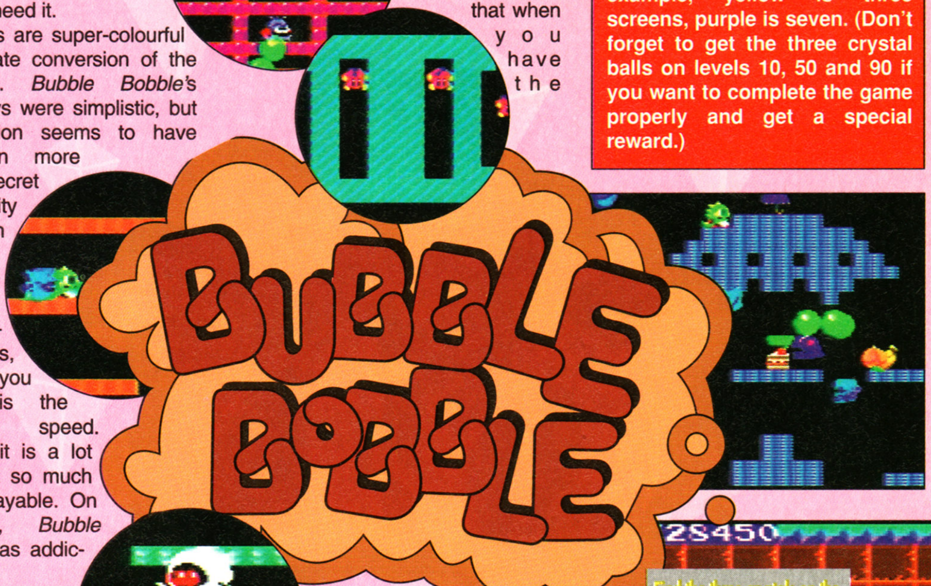
It may be many months before we see anything of the Mega Drive version.



One of my all-time greats has finally been converted to a Sega and this means I can play it without arousing suspicion in the office. Aesthetically, *Bubble Bobble* is very bland with just a logo and sparse options. Although, it's a pleasant surprise to see a password option added, although the game doesn't need it.

The graphics are super-colourful and an accurate conversion of the Taito coin-op. *Bubble Bobble*'s graphics always were simplistic, but the MS version seems to have included even more detailed secret rooms and fruity bonuses than any other version. If you have played this on the 16-bit computers, the first thing you will notice is the change in speed. Unfortunately, it is a lot slower but not so much that it is unplayable. On the contrary, *Bubble Bobble* is still as addictive as ever.





The sound that bashed a thousand heads is also back with a vengeance (you'll be humming it for weeks), and just about everything else is faithfully converted. The superb playability that made me such a big fan is marred only by the irritating flicker on some of the enemy sprites. In some cases, it is so bad that the monsters can be nothing more than a spectre which can kill you without warning. You may also find that when you have the increased bubbles, the 8-bit flicker is appalling and betrays some sloppy programming. I was also dismayed by the fact that this game is made far too easy by the infinite continue option. Obviously, once you have sussed the few screens that really cause havoc, it is all relatively straightforward to complete. Even so, you'll be coming back to this even if you've completed it 100 times.

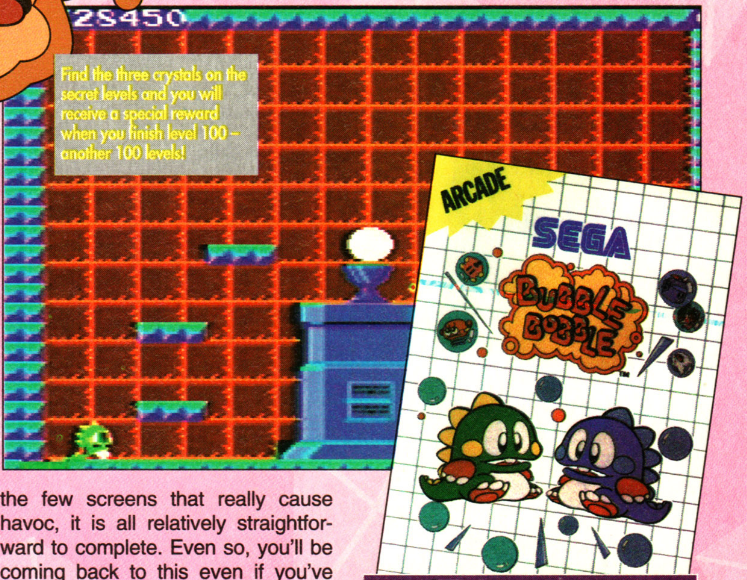
● Damian "Bubber" Butt

PROTIP Look for the umbrellas. They are by far the most useful item to collect as different colours take you further on. For example, yellow is three screens, purple is seven. (Don't forget to get the three crystal balls on levels 10, 50 and 90 if you want to complete the game properly and get a special reward.)

MASTER SYSTEM

Here's a lesson for all of you who don't obey the rules. Babby and Bobby were just two ordinary guys until they strayed off the path with their girlfriends while walking through Faraway land. Before they knew it, the girls were missing and they were turned into bubble-blowing dinosaurs. Now named Bubblen and Bobblen, the two heroes must venture forth through the 100 levels (and more, perhaps?) of the wicked witch to defeat her and retrieve their nubile prizes.

The duo must capture the witch's evil henchmen in their bubbles and then burst them to oblivion. Only when every demon has been popped can Bubblen and Bobblen take on the witch herself.



Find the three crystals on the secret levels and you will receive a special reward when you finish level 100 – another 100 levels!

PROFILE

BUBBLE BOBBLE ● TAITO ● £29.99 ● OUT NOW

CART SIZE	2Mbit
PLAYERS	2
STAGES	200
SKILL LEVELS	1
FEATURES	teamplay

SUPPLIER
Sega UK
16 Portland Road
London
W11 4LA
✆(071) 7278070

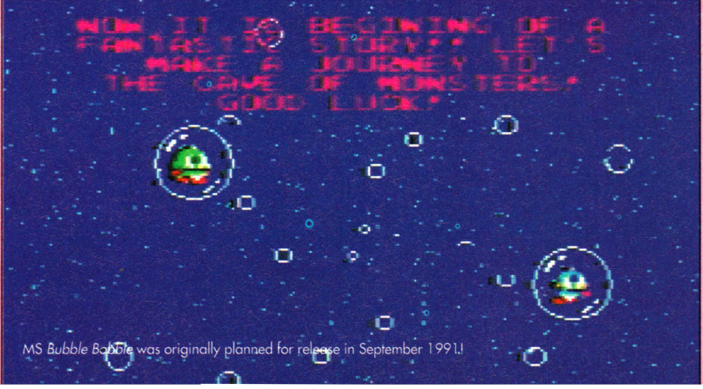
GRAPHICS ▲ Coin-op perfect! ▼ Shame about the terrible flicker.	77
SOUND ▲ Yes, that tune is back. ▲ Great chirpy SFX.	78
GAMEPLAY ▲ Still as enjoyable as ever. ▼ Speed can be a problem.	80
CHALLENGE ▲ 200 mind-blowing levels. ▼ Infinite continues are irresistible.	81

Too many lives and graphical defects, but still great fun.

PROSCORE 79

SUPER CHARGED!

For the ultimate *Bubble Bobble* experience, play it through the Powerbase converter on a Japanese Mega Drive or through the Master Gear converter on the GG. Both the speed and flicker are improved, especially on the Game Gear which is the game's ideal home.

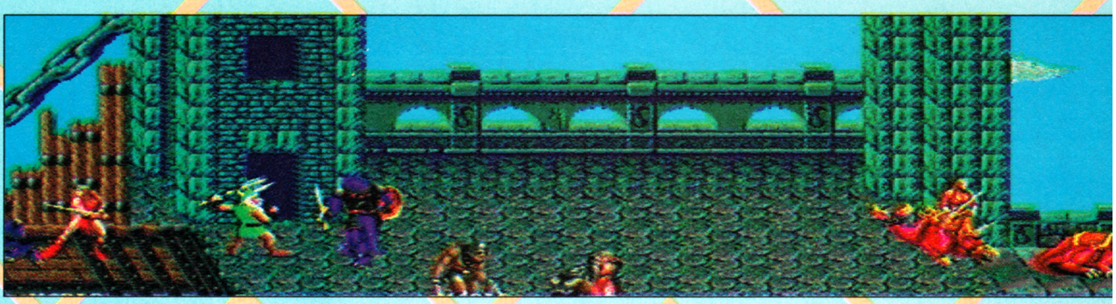


NOW IT IS BEGINING OF A FANTASTIC STORY!! LET'S MAKE A JOURNEY TO THE CAVE OF MONSTERS! GOOD LUCK!

MS *Bubble Bobble* was originally planned for release in September 1991!

If you've been on the moon or something for the last couple of years, a game called Golden Axe may have failed to grab your attention. Golden Axe is, undoubtedly, the first great arcade slash-'em-up on the Mega Drive. The original console version (which went on to spawn two versions for the Master System and one for the GG) was based almost pixel for pixel on the Sega arcade machine of the same name.

Ever since a sequel was hinted at in early 1991, blood-thirsty Sega owners have eagerly awaited its arrival. But initial reports from Japan indicated that the sequel may be little more than a graphical rehash of the original. But who are we to believe the words of a few Japs? The three intrepid warriors are back, and look better than ever. Will the playability have the same improvements?



With a name as big as *Golden Axe,* the programmers had two options. They could either take a risk and revamp the original game and take it in an entirely different direction, or they could take the first game and tweak it enough to warrant releasing it as a different game. With Sega desperately trying to get this out for Christmas 1991, it seems quite obvious what option was chosen.

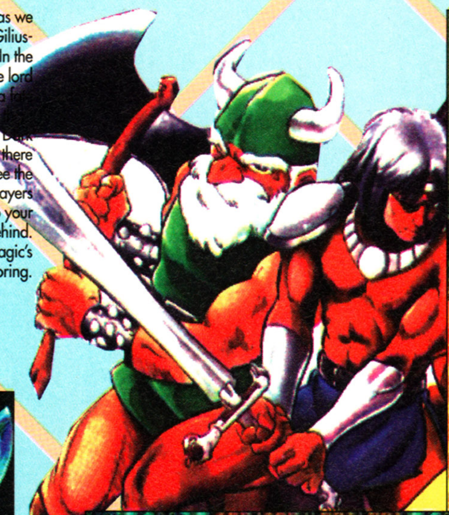
All your usual options are here – energy level, skill level, magic type, etc – with the added chance to listen to any of the 16 tunes and 35 sound effects before you play the game. Then you (and a second player, if wanted) choose from any of the three characters – Ax-Battler, Tyris-Flare and Gilius-Thunderhead – who reprise their roles with great gusto. In fact, even their adversary is similar, now called Dark Guld and raring to release upon you the same bunch of degenerates that Death Adder used in the first game.

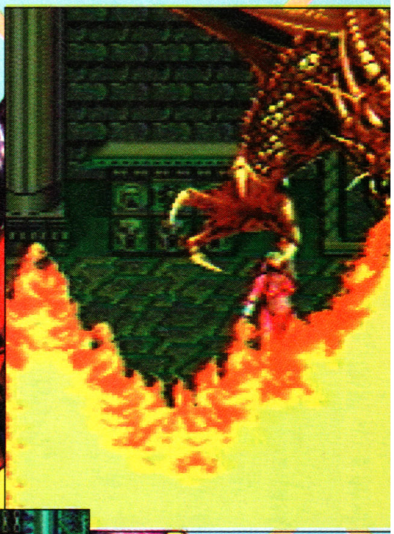
Into the game you get a severe case of déjà vu as the same old scenery appears to scroll onto screen. Only the lava level, out of seven stages, seems to introduce any sense of originality into the game; here you travel through something that looks like a scene out of

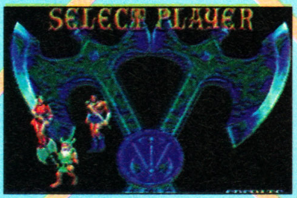
GOLDE

Although *Golden Axe II* is coming out in the UK through the international conglomerate known as Sega, we reviewed the American version which was released in mid-December. We got our US version of *Golden Axe II* from Console Concepts for the blood-thirsty price of £38. You can get hacked and slashed, too, by contacting them at The Village, Newcastle-under-Lyme, Staffordshire ST5 1QB. Tel: (0782) 712759.

The tiresome threesome are back in action as we say hello once again to (from the left) Gilius-Thunderhead, Axe-Battler and Tyris-Flare. In the previous *Golden Axe,* they defeat the lord Death-Adder and saved the world from a fa worse than Nintendo. Now you must help overcome the unwelcome approaches of Dark Guld, a most unsavoury character if ever there was one. In the picture below, you can see the three waiting to be picked. Up to two players can enter the action at the same time, so your only problem is deciding who to leave behind. Give Ax-Battler the push because his magic's hopeless and his special moves are boring.





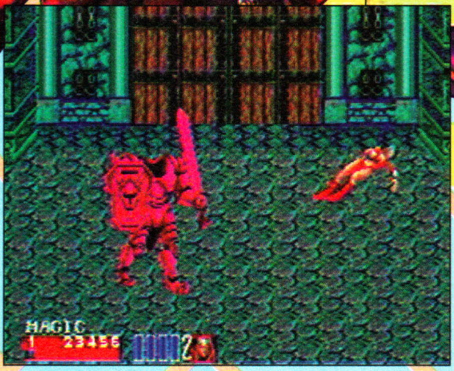


PROFILE

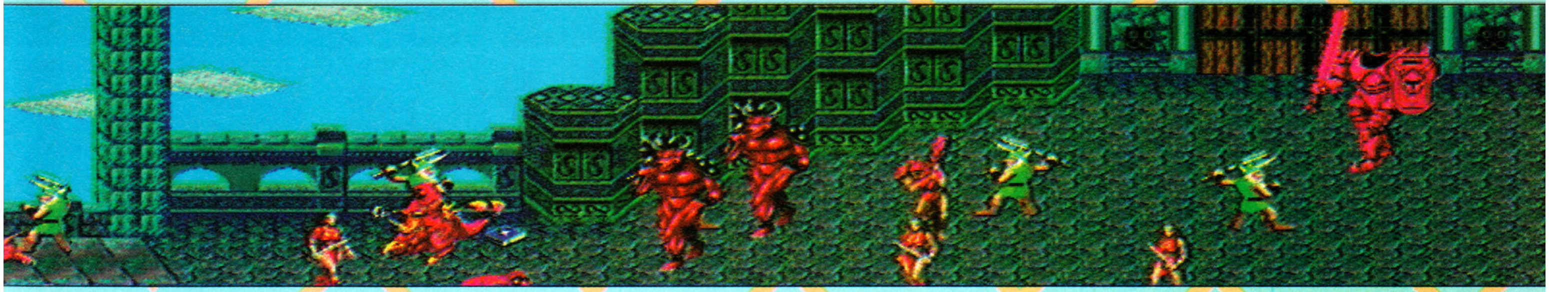
GOLDEN AXE II ● SEGA ● £39.99 ● OUT NOW

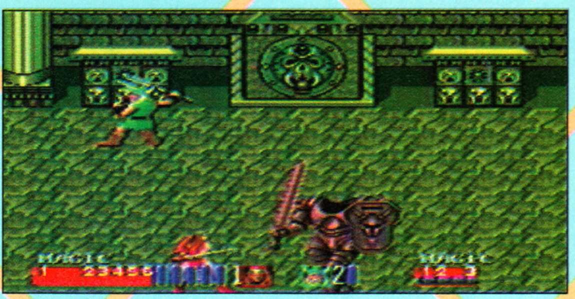
CART SIZE	4Mbit
PLAYERS	2
STAGES	7
SKILL LEVELS	3
FEATURES	teamplay

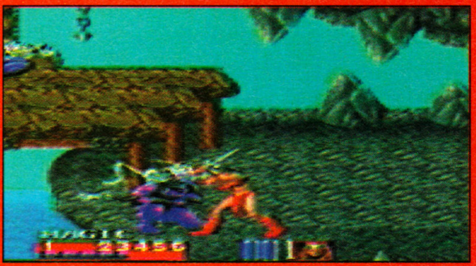
SUPPLIER
Sega Europe
16 Portland Road
London
W11 4LA
✆(071) 7278070



Left: You are at the end of level four and struggling with Tyris-Flare, the warrior woman, against a very tough pink guy with no head. Come on, get up. Are you a man or a mouse?

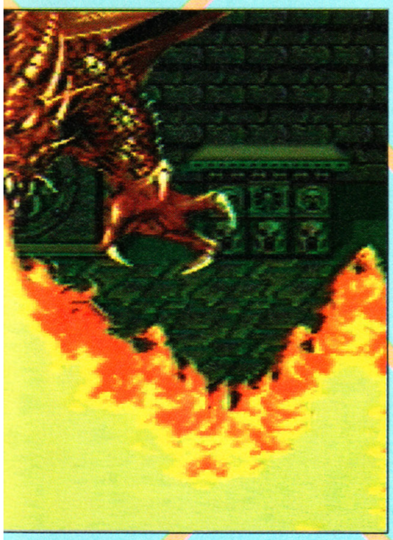






PROTIP When there is a ledge onscreen, make use of it. When your enemy has his back to the edge, charge him and push him over. Or stand next to it yourself and when they charge you, move out of the way and watch them run over into the abyss.

EN AXE II

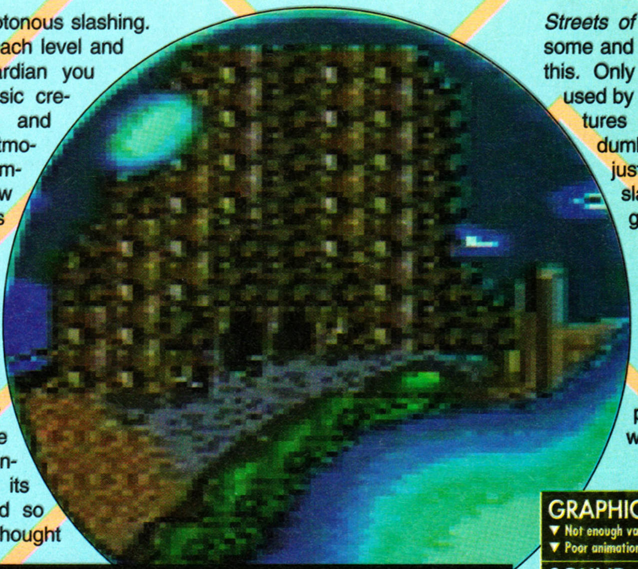


Jason and the Argonauts, complete with fighting skeletons.

But the samey backgrounds could have been jollied up by some diversifying sprites, and although these are initially visually impressive they are spoiled by atrocious animation. It's not that the graphics are worse than the original, it's just that they don't show a big enough improvement to warrant buying both games.

The many tunes that play throughout the game do bring some sort of relief from the monotonous slashing. There's a ditty for each level and one for every guardian you encounter. The music creates a daunting and doom-laden atmosphere, and is accompanied by just a few effects, like swords swiping and painful groans.

While the original got away with some simple gameplay (although it was considered very involving at the time), the sequel cannot hide behind its graphics and sound so easily. If you thought *Streets of Rage* soon became tiresome and repetitive, you should see this. Only four or five moves are used by each player, and the creatures you encounter are so dumb you could quite easily just get away with a simple slash attack all through the game.



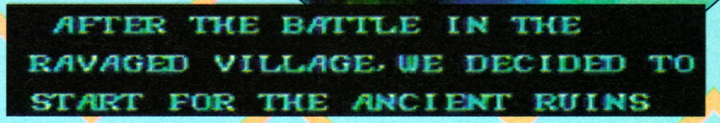
By all means purchase *Golden Axe II* if you haven't got the original – it's a *bit* bigger and a *bit* better – but certainly don't waste your money on bot, you'll soon complete this. You have been warned!

● Les "slice-'n'-dice-man" Ellis

GRAPHICS	▼ Not enough variation from the original. ▼ Poor animation on the sprites.	**79**
SOUND	▲ Every one of the 16 tunes is decent. ▼ Not enough effects for a gruesome slasher.	**84**
GAMEPLAY	▲ The hacking and slashing never fails to excite. ▼ Very repetitive; not enough moves.	**80**
CHALLENGE	▼ Only seven short levels. ▼ Fans of the original will finish it with ease.	**72**

If ever there was a poor sequel produced to cash in on the original, this is it.

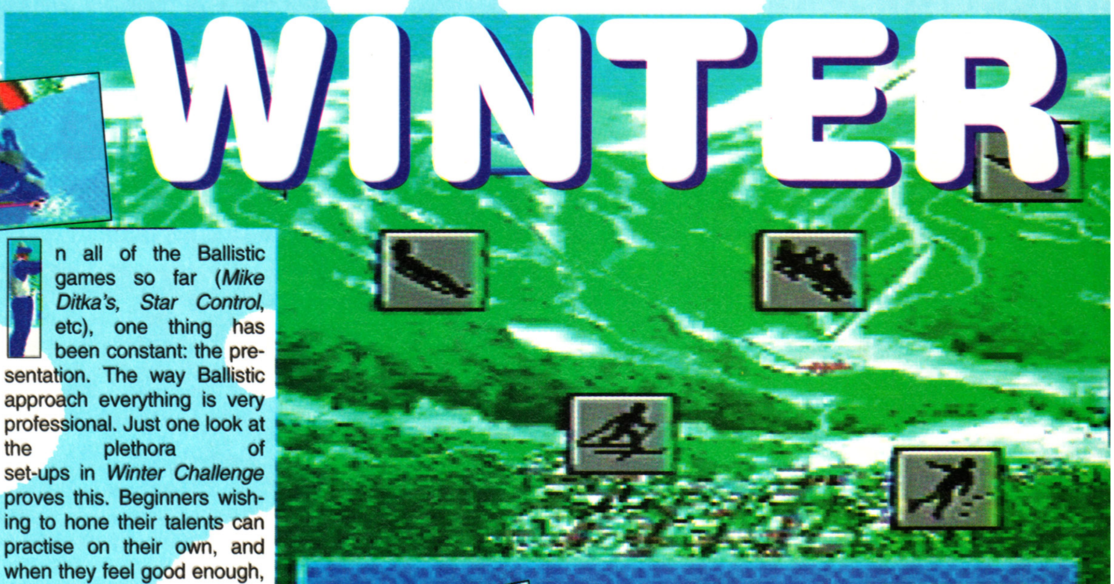
PROSCORE 76



AFTER THE BATTLE IN THE
RAVAGED VILLAGE, WE DECIDED TO
START FOR THE ANCIENT RUINS

From the most embarrassing moment of your life.

WINTER



This year sees the return of the Winter Olympics staged in Albertville, France. With the eyes of the world fixed on this monumental occasion, Ballistic are set to rake in a wad of cash from this very timely release.

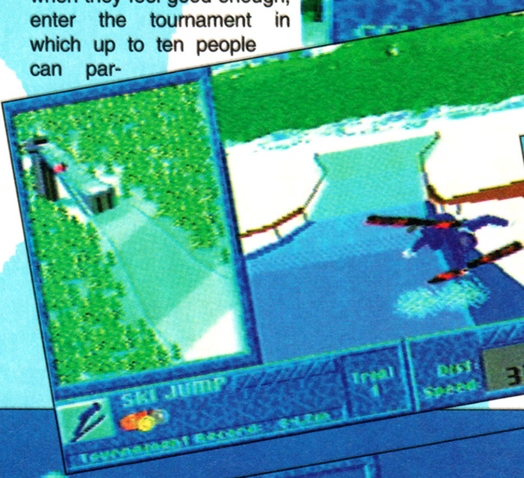
Personally, I could never see the attraction of hacking down a slope at 60 mph on a couple of pieces of plastic. Call me old fashioned, but if it hasn't got wheels it ain't safe going at that speed. Yet the fools still exist, and with the snow in Europe currently estimated at the best for 45 years, the fans are set to increase.

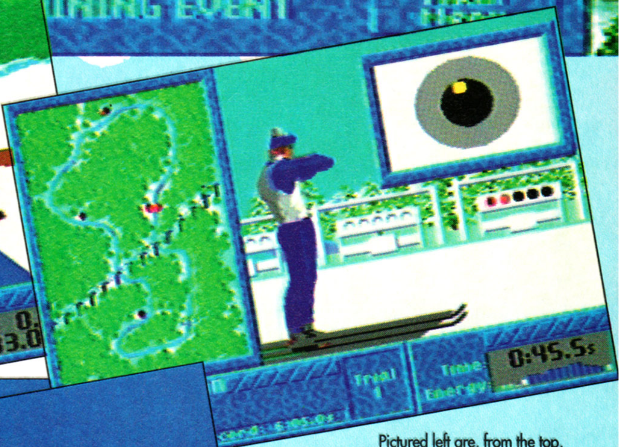
But Winter Challenge isn't just about skiing, there's skating, bob-sleighing, ski-jumping, cross-country, etc. This is the first time the Mega Drive has seen an olympiad of sports events, so grab your duffel coat a prepare for some cold nights.

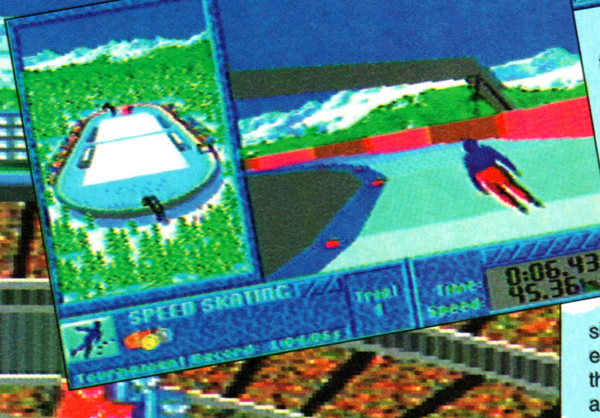
In all of the Ballistic games so far (*Mike Ditka's, Star Control*, etc), one thing has been constant: the presentation. The way Ballistic approach everything is very professional. Just one look at the plethora of set-ups in *Winter Challenge* proves this. Beginners wishing to hone their talents can practise on their own, and when they feel good enough, enter the tournament in which up to ten people can participate. Although this may seem like very involving, I have to warn you that only one player plays at a time, there's no simultaneous action. As you can imagine, with ten players competing things may get very frustrating – especially on something like the cross-country skiing stage.

On a game like this you would expect the graphics to consist of little more than a white expanse, but Ballistic have avoided this by using subtle shades of blue and off-whites. It all works effectively, and is quite soothing on the eyes. All the events are viewed from just behind the action. This, too, works successfully and gives a real impression of movement and perspective, even if the scrolling is a little jerky. A map for each event displays your position, and this is accurate and detailed.

The main character is very well drawn and actually moves just like the guys on Ski Sunday do. One bit

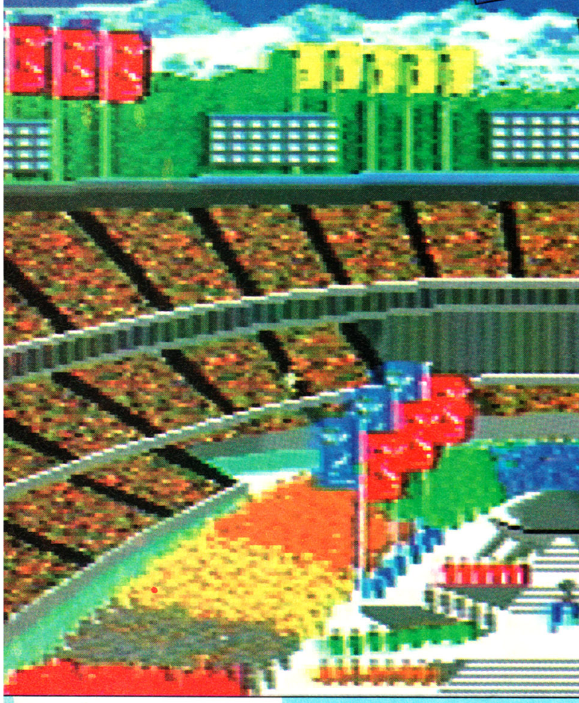






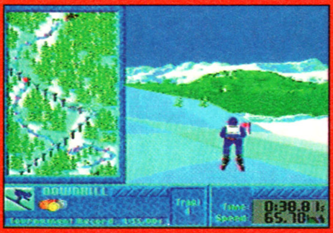
Pictured left are, from the top, ski-jumping, biathlon and speed-skating.

Pictured below is the extraordinary opening sequence. The flame is lit and then the doves are triumphantly released.

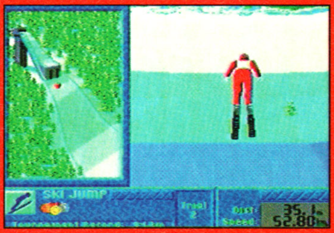


CHALLENGE

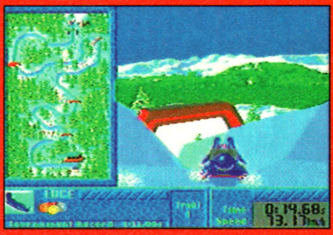
DON'T WORRY, SKI HAPPY!



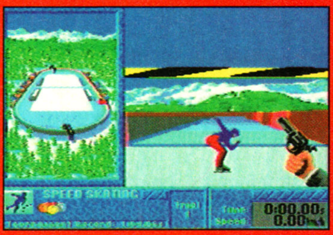
Downhill – Suicidal race downhill with no brakes.



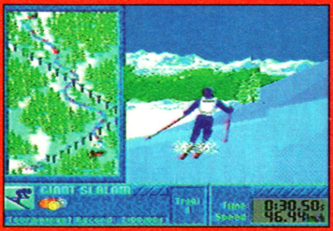
Ski jump – Suicidal jumps at 100 km/h with no safety net.



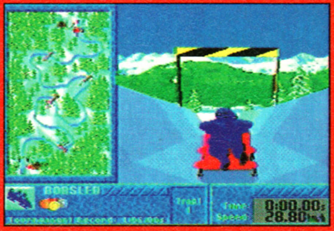
Luge – Suicidal sitting on a baking tray and sliding down a slope.



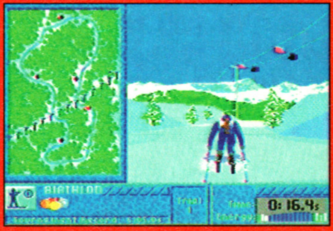
Speed skating – Suicidal balancing on skates at stupid speed



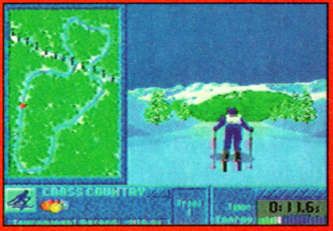
Giant slalom – Suicidal race downhill trying to knock over as many flags as possible.



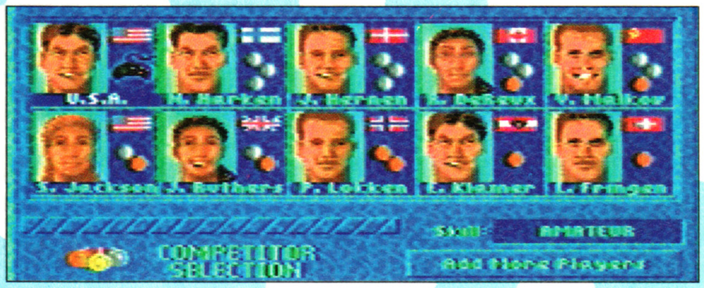
Bobsled – Suicidal sitting in a dustbin and sliding down a slope.



Biathlon – Suicidal trek across the countryside with a rifle on your back.



Cross-country skiing – Suicidal attempt at hiking while on skis.



Just look at the motely crew you have to choose from. All ten can be played by human players at once.

PROFILE

WINTER... ● BALLISTIC ● £39.99 ● OUT FEB

CART SIZE	6Mbit	SUPPLIER
PLAYERS	10	Accolade Europe
STAGES	8	Bowling House
SKILL LEVELS	3	Point Pleasure
FEATURES	password	Wandsworth
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that particularly impressed me was the way he did little jumps on the downhill race – not essential, but, like the optional "action replays", it proves that a bit of extra attention has been spent on each event polishing up the presentation.

Only the backdrops let down the graphic area. These are run of the mill, and seem to have been rushed out, especially when compared to some of the excellent static pictures in other parts of the game.

The one tune is not worth dwelling on. It is uninspired and unfit for this type of game. In fact, the snare drums could have been sampled from crunching a packet of crisps. The effects are a mixed bunch. The speech is a nice touch, but there should have been more of it to liven up the generally boring aural area.

It all sounds too good to be true, doesn't it. Admittedly, the graphics are some of the best on the Mega Drive, but it's when you start to play *Winter Challenge* that things really become difficult. The control method is sluggish, and therefore frustrating, and the overall feeling is not of controlling a sportsman racing at excessive speeds, more like a pensioner running to catch a bus.This is a real flaw because it not only makes most of the events irritating, but also very long and drawn out. Only the ski-jumping and slalom are worth playing again and again.

With the action replays, high scores saving to cart and a useful password feature, quite a bit of innovation has gone into producing this, but I can't help feeling a real opportunity has been missed here. Full marks to the graphics artist, but a smack round the head with a pair of skis for the programmer who hasn't spent any time at all perfecting the gameplay.

● **Les "Tomba The Bomba" Ellis**

GRAPHICS **85**
▲ Impressive 3-D routine and presentation.
▼ Jerky animation; disappointing backdrops.

SOUND **68**
▲ The odd bit of neat speech
▼ Lousy music needs turning off.

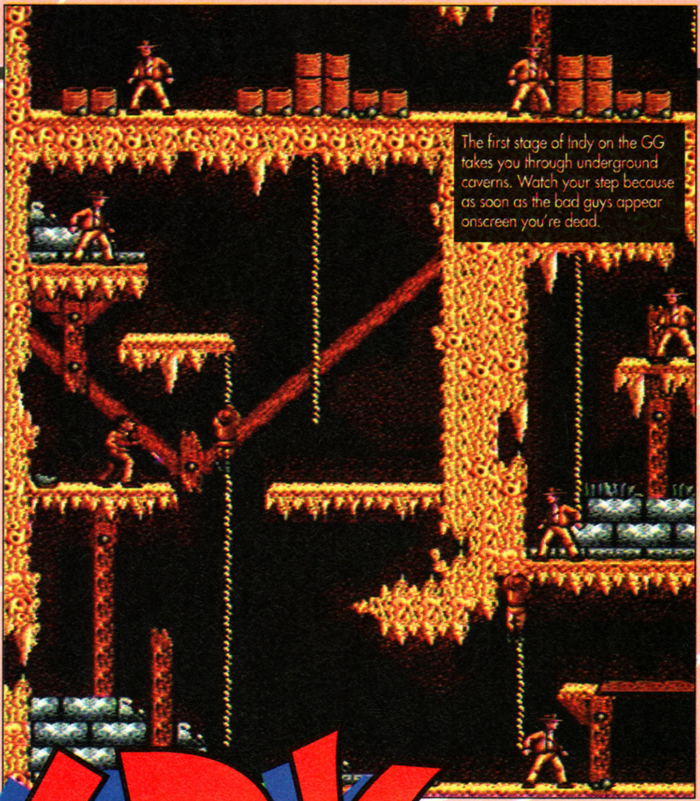
GAMEPLAY **73**
▲ Many events; loads of players.
▼ Soon gets very frustratingly boring.

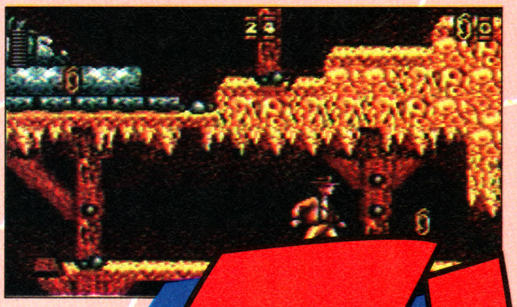
CHALLENGE **80**
▲ Multi-player games go on and on.
▲ Passwords allow you to return any time.

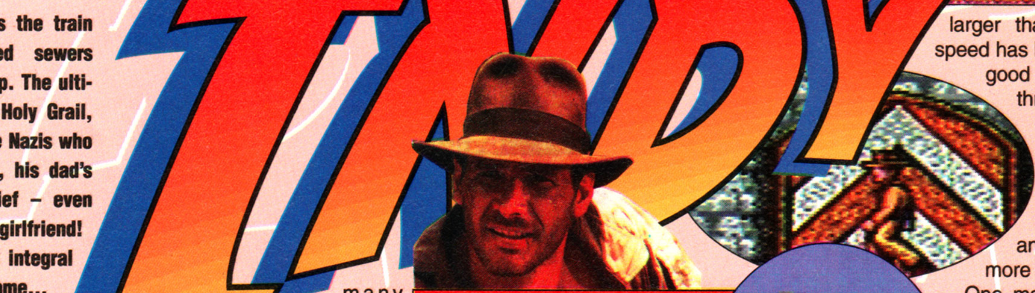
The idea was sound, but the potential just hasn't been realised.

PROSCORE 79

Instead of dressing up and having adventures with his trusty Action Man (with "eagle" eyes) like most young kids, Indiana Jones was partial to cracking the odd whip, wearing weather-beaten leather jackets and leaping off moving trains. With all these adolescent upheavals, it's no wonder he grew up to be a heroic archeologist with a dislike for tomb defilers and evil Nazis with duelling scars. The Last Crusade follows the plot of the film closely with all the key action scenes recreated, such as the train chase, rat-infested sewers and the Nazi airship. The ultimate prize is the Holy Grail, but it isn't only the Nazis who are on Indy's trail, his dad's also up to mischief – even stealing Indy's girlfriend! However, this isn't integral to the plot of the game...


The first stage of Indy on the GG takes you through underground caverns. Watch your step because as soon as the bad guys appear onscreen you're dead.





We all knew that GG *Indy* would be similar to the MS version, but I had hoped that a little originality would make it a treat for patient GG owners. Not so. This pint-sized port shares all the problems encountered on the console version, but gamesplayers may be fooled into thinking it's a better game by the decidedly compact graphics. Tiertex, the programmers, have discovered, as many others have, that a MS game looks hugely different when crammed onto a smaller screen due to it appearing more complex and finely detailed. The fact that the same old playability gremlins crop up is sadly neglected.

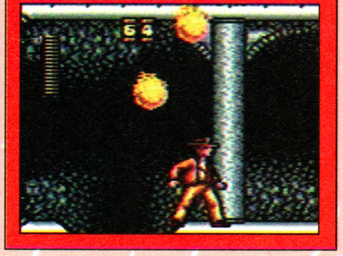
As you begin to get engrossed in this epic quest, it is clear that it is much more suited to the GG than the MS even though the latter came first. Apart from the scaled down graphics which give the impression that the play area is significantly larger than it really is, the speed has been improved. Now good old Indy dashes through the levels like nobody's business, and as a consequence the sluggish pace of the MS is eliminated and the game is far more enjoyable.

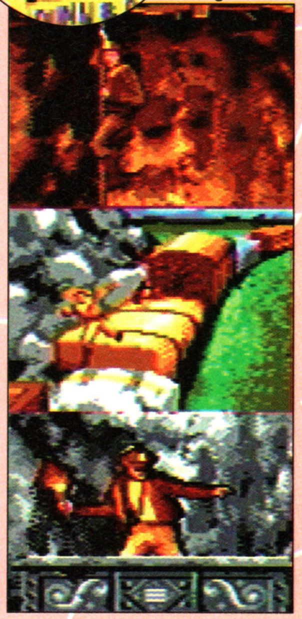
One major flaw is still present, however, the bad guys are completely lifeless and the collision detection is as appalling as ever. The enemy only has to look at you and you're dead. Before you know what's happening, the game over screen appears and all that's left is a bad taste in the mouth. The difficulty level is also far too harsh, with the third maze set to an unbelievably hard time limit. Worse of all, the whip has a limited amount of cracks, which is totally unrealistic.

Although improved on the small screen, this conversion is still a major wimp out on behalf of the programmers.

● Damian "whiplash" Butt

PROTIP On the third level, you must race against the toughest of all the time limits. Learn the route and to save time, drop down the last ladder rather than climbing down. Also, watch out for the dropping rocks especially on the last straight.





GRAPHICS	▲ Finely detailed with great statics. ▲ Fluid animation on Indy.	82
SOUND	▼ Throwaway tune that irritates. ▼ Dire effects.	42
GAMEPLAY	▲ Fun to get into Indy's boots. ▼ Repetition will take its toll.	73
CHALLENGE	▲ A mammoth challenge for any rogue. ▼ Time limit is too strict.	79

Sadly lacking in "seat of the pants' action.

PROSCORE 78

PROFILE

INDY 3 ● US GOLD ● £24.99 ● OUT FEB

CART SIZE	2Mbit
PLAYERS	1
STAGES	6
SKILL LEVELS	3
FEATURES	n/a

SUPPLIER
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Unit 2/3 Holford Way
Holford
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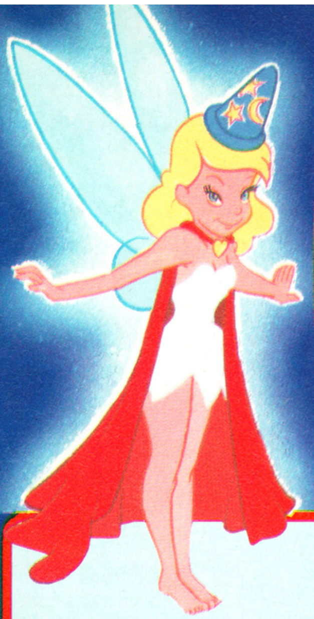
Jazza turned down the part of Indy in the film.



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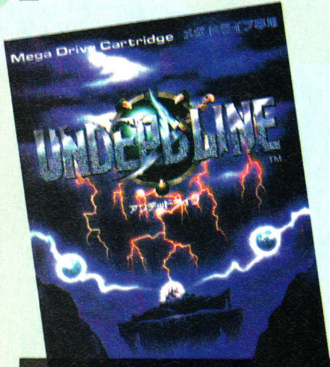
UNDEADLINE

When some-one says "Undead" to you, you instantly think of George A Romero and such distasteful films as Zombie Flesh Eaters and Night of the Living Dead that you used to watch when your parents were out.

Plot in Pal Soft's Undeadline is inconsequential (as with many horror B-movies). Basically it's a blood-letting free-for-all where you take the part of a heroic fighter intent on slaying every undead creature over six decaying levels. At the end of each stage is a serious bad dude who will attempt to stop you in your tracks. Yes, I know, you've heard it all before, but you've never played anything like Undeadline.



Absolutely massive, big, really big, humungous, gargantuan. No, I'm not talking about my ego, these are terms which just manage to describe the guardians in this latest shoot-'em-up. When I say full screen, I don't just mean a puny little blob or human warrior, we are talking serious demonic presence. When you walk away from *Undeadline*, it's the guardians you remember above all. (My favourite was the fire creature that ripped itself from a sheet of flame to fry your brain.)

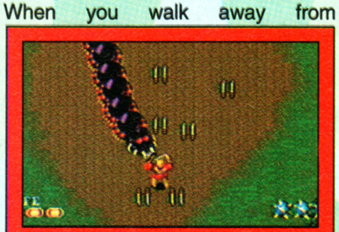
Undeadline looks and plays like a coin-op; that is to say the graphics are exemplary and the difficulty is set so hard that you have to keep plugging the credits in. A moody blue static depicting a great battle is your first glimpse of the game and this really sets the tone for multi-level carnage on a grand scale.

Your character is well-animated but he is vastly improved when equipped with the host of weapons and magic on offer. The seven weapons are varied and look great; I loved the power-upped fire icon which gives you a deadly stream of napalm that wipes out everything in sight.

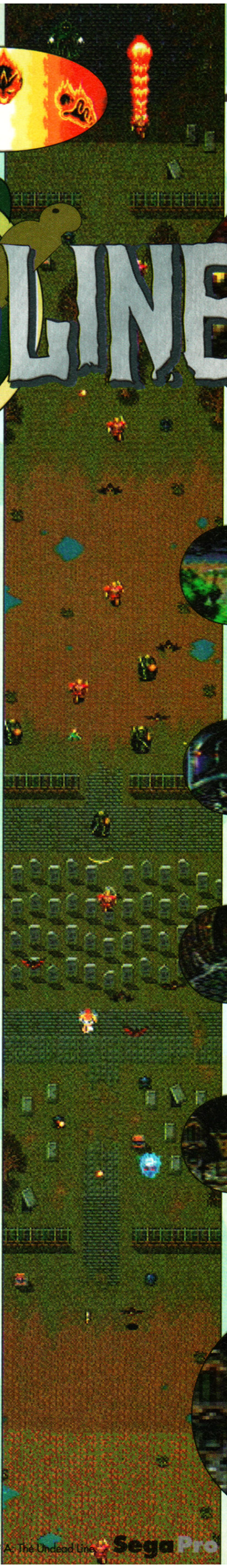
The options are good but there are no continues which may have evened up the odds somewhat. I also liked the variety of locations, such diverse battlegrounds as a cemetery, a volcano and down the drains improved the atmosphere and gave *Undeadline* a distinct flavour of the unexpected. As well as the formidable guardians there are lorry loads of enemies to slash and most are minutely detailed such as the skeletons and ghosts.

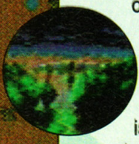
The sound is dramatic and an appropriate tune befits each level. For example, in the caves it is full of echoes and drips of water. The gameplay suffers from an attack of the dramatics as well, with huge thunderstorms taking place and earthquakes rocking the foundations. Unfortunately, *Undeadline* suffers from some bad collisions and when you only have three hits per life and so many opponents it is incredibly frustrating. But above all, *Undeadline* is a tremendous challenge, and I can't complain at that.

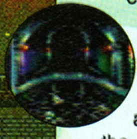
● Damian "dead" Butt



PROTIP The best weapon to use is the crossed swords. Once powered up, it can protect you from all directions which is essential in a free-for-all massacre.







PROFILE

UNDEADLINE ● PALSOFT ● £38 ● IMPORT

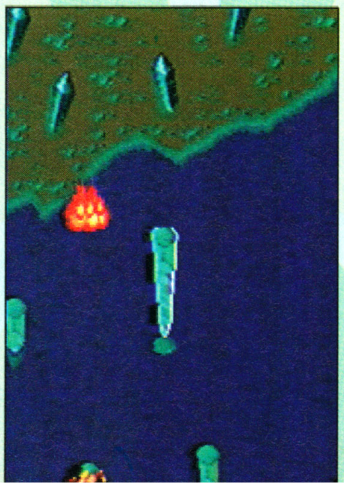
CART SIZE	6Mbit
PLAYERS	1
STAGES	6
SKILL LEVELS	3
FEATURES	n/a

SUPPLIER
Console Concepts
The Village
Newcastle-under-Lyme
Staffordshire
ST5 1QB
✆ (0782) 712759

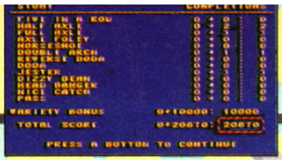
GRAPHICS ▲ Mind-blowing levels and guardians. ▲ Everything looks like a coin-op.	94
SOUND ▲ Atmospheric and eerie tunes throughout. ▲ What explosions should sound like.	81
GAMEPLAY ▲ More carnage than a disaster movie. ▼ High difficulty may be a frustrating.	80
CHALLENGE ▲ No doubt about it's long-term play. ▼ You may find it too difficult.	85

A dazzling release with eye-zapping graphics and great challenge.

PROSCORE 84

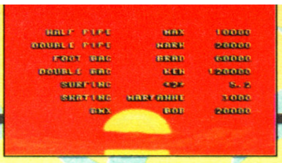


Q: What train do zombie's take? A: The Undead Line



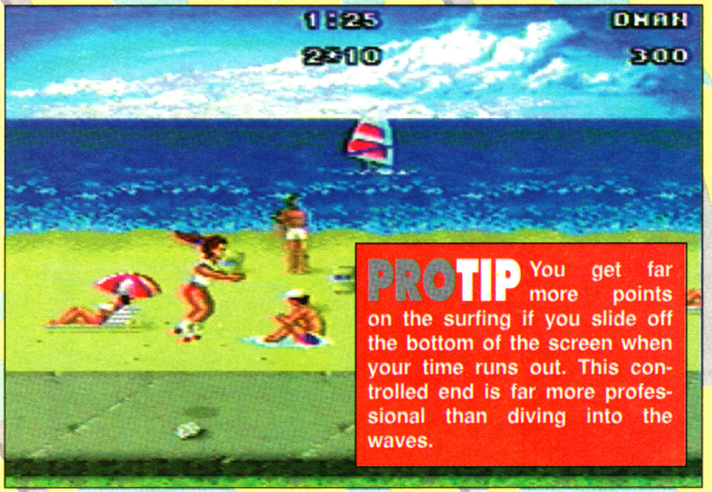
```
STUNT                COMPLETIONS
FIVE IN A ROW        0+0     0
HALF AXLE            0+2     2
FULL AXLE            0+3     3
AXLE FOLEY           0+0     0
HORSESHOE            0+0     0
DOUBLE ARCH          0+1     1
REVERSE DODA         0+0     0
DODA                 0+0     0
JESTER               0+3     3
DIZZY DEAN           0+0     0
HEAD BANGER          0+0     0
NICE CATCH           0+0     0
PASS                 0+0     0
VARIETY BONUS        0+10000: 10000
TOTAL SCORE          0+20870: 20870

PRESS A BUTTON TO CONTINUE
```



```
HALF PIPE          MAX        10000
DOUBLE PIPE        MARK       20000
FOOT BAG           BRAD       60000
DOUBLE BAG         KEN       120000
SURFING            [illegible]  5.2
SKATING            MARYANNE    3000
BMX                BOB        20000
```

CALIFORNIA GAMES



PROTIP You get far more points on the surfing if you slide off the bottom of the screen when your time runs out. This controlled end is far more professional than diving into the waves.

Mondo awesome, dudes! California Games has at last surfed, skated, BMXed, sacked and half-piped onto the Mega Drive in glorious style.

Being a righteous funkmaster of the sands, you must compete in each event with the all-time goal of perfecting every move and scoring the highest points. Whether you're riding the crest of a wave or performing spectacular aerials on your board, the competition's gonna be super tough. You can't afford to let up for a second otherwise, blip, you're biker meat. So get into your sun-bleached shorts, find your most reflective neon shades and fill your cooler; it's time to hit the beach.

With the prospect of so many exciting and original events all portrayed with Mega Drive graphics, how could this fail to be a hit? Well, for a start, the front end is severely bogus and some famous features have been omitted. A yawnaramacity title screen set against a mottled blue canvas looks classy but does not match the atmosphere of the sports, which are colourful, vibrant and flamboyant. I was also annoyed to find that the judges screen, previously showing a mixture of whacked out characters holding up the score cards, was completely missing. Instead, what faced me was yet another blue screen. Most heinous.

The graphics are by far the best yet, with pixel-perfect events staged in vivid colours combined with super-smooth animation that brings the whole game alive. There's some great detail, especially on the skating and half-pipe games where a busy highway and a packed beach provide the backgrounds. The games themselves are well thought out and executed, my favourite being the surfing, but some of the others do get tedious after a while, and I'm not convinced that there is any point to the skating which everybody here hated.

Soundwise, the tunes are great with faithful adaptations of the tried and tested originals.

The options are comprehensive as always, with up to nine players competing, but the way only foot-bagging and half-pipe are two-player simultaneous is a complete waste. The Lynx version proved that every event could be linked up and the playability was extended indefinitely. Unfortunately, MD *California Games* falls short on sheer gameplay and is robbed of any long-term challenge by the programmers' limitations. I'm one of *California Games'* greatest fans but this version didn't stimulate the surf bum in me, that's for sure.

● Damian "bum" Butt

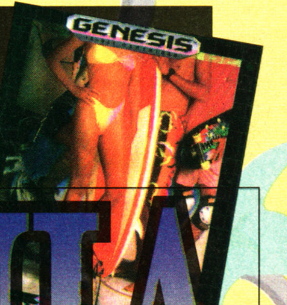
PROFILE

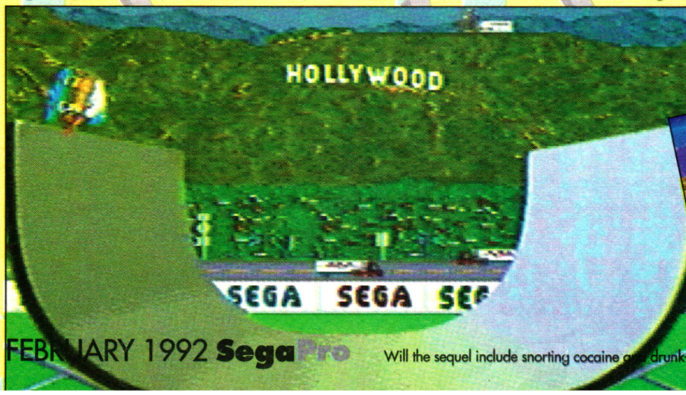
CALIFORNIA... ● SEGA ● £39.95 ● OUT NOW

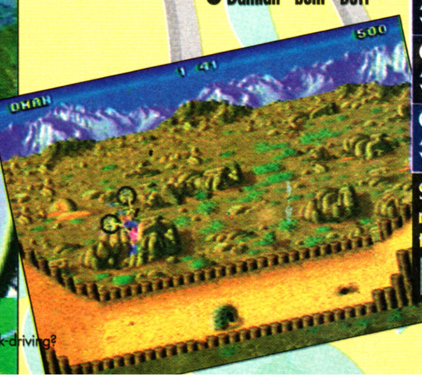
CART SIZE	4Mbit
PLAYERS	9
STAGES	5
SKILL LEVELS	1
FEATURES	teamplay

SUPPLIER
Sega UK
16 Portland Road
London
W11 4LA
(071) 7278070

Many thanks to the surf bums at KC's for slipping us with this scorching release despite large advance orders at £38 a throw. You can contact them at KC's Computers & Console Magic, 3 High Street, Loughborough, Leicestershire LE11 1PY. The dudeline is: (0509) 211799.







Will the sequel include snorting cocaine and drunk-driving?

GRAPHICS	▲ All events are stunning. ▲ Very smooth and crammed with detail.	93
SOUND	▲ Faithful tunes throughout. ▼ Lack of sport effects and crowd.	81
GAMEPLAY	▲ All events are playable. ▼ Some unresponsiveness means anguish.	80
CHALLENGE	▲ Variety of action is compelling. ▼ But playability is too shallow.	71

Surf dudes will be able to relate, but there's no long term challenge.

PROSCORE 78

GAME GEAR

SONIC THE HEDGEHOG

Faster than a speeding bullet, more powerful than a locomotive (almost), Sonic, the roadrunner of hedgehogs, is back. Given the phenomenal success of the MD and, more recently, the MS versions, it was inevitable that good old Sonic, Sega's self-proclaimed mascot, would be converted to the GG. Of course, if you were really desperate, you were already playing it through a Master Gear converter, but it may have proved too small and fast for some people that way.

Now Sega have tweaked the spiky little guy to comfortably fit into your hand-held, and so's not to be accused of a straight port, they have added some new material for the adoring fans. Leaner, meaner and lightning fast as always, *Sonic* is what GG players have been waiting for (and probably still are if Sega UK stock is anything to go by!).

Perish the thought of Sega UK sending us a *Sonic* review copy. They have a hard enough time trying to find stock to sell, nevermind loaning us FREE copies. That's why we're eternally grateful to the wonderboys at Console Concepts who rushed this down to us faster than Sonic himself. You, too, can purchase the portable hedgehog from CC for just £29. Contact them at Console Concepts, The Village, Newcastle-under-Lyme, Staffordshire ST5 1QB. Tel: (0782) 712759.

Everyone knew that GG *Sonic* would be remarkably similar to the MS. After all, the GG is basically a portable Master System. But what makes this game dynamite is its unparalleled speed and playability.

The excellent graphics of the MS are reproduced with no loss of definition and appear as crisp as ever. Thankfully, the Game Gear version has zoomed in on the Master System game, which makes the graphics far bigger than playing it through the Master Gear. From the title screen to the fabulous Labyrinth level, you will be amazed at the sheer quality of the sprites and backgrounds. The animation of Sonic himself was the icing on the cake.

Sega have included the synthesized speech at the beginning that was present in the MD but omitted for MS owners. The way Sonic leaps and dances around the words as "SEGA" roars from the speaker in almost gospel proportions is the perfect start to a perfect game.

I was impressed with the MS version, but what Sega have done on the small screen is truly mind-blowing. Everything from the map to the way Sonic swallows the air bubbles in the Labyrinth has been included and they have even managed to add a few more sections that will surprise you.

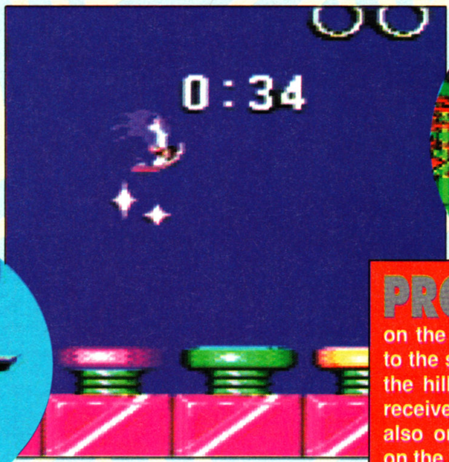
If you've already got the MS version, it's probably not worth spending the extra money to get this version. But *Sonic* gets better with every metamorphosis and this is undoubtedly the best *Sonic* game yet! What are you doing still reading this review? Go out and buy the game now!

● **Damian Butt**

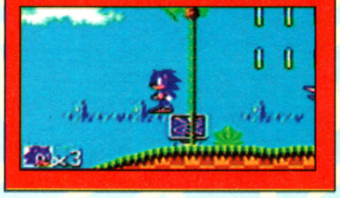
PROFILE

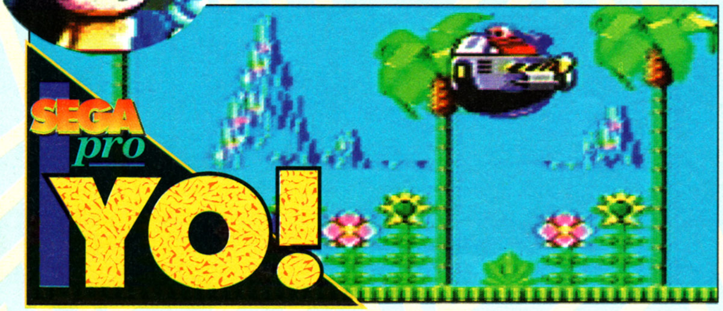
SONIC ● SEGA JAPAN ● £TBA ● OUT NOW

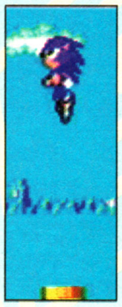
CART SIZE	2Mbit	SUPPLIER
PLAYERS	1	Sega UK
STAGES	18	16 Portland Road
SKILL LEVELS	1	London
FEATURES	n/a	W11 4LA
		☎(071) 7278070



PROTIP After the first set of spikes on the first act of Greenhill, go to the second tree (at the top of the hill) and jump up; you will receive an extra life. There is also one down the second pit on the first guardian level.







GRAPHICS ▲ The best you're likely to find. ▲ Animation is just superb.	97
SOUND ▲ Loved the speech (!) and great tune. ▲ Speedy effects and chimes.	92
GAMEPLAY ▲ The fastest Sonic yet. ▲ Sonic holds tons of secrets.	96
CHALLENGE ▲ Six massive levels with three acts. ▼ Maybe a little too easy for Pros.	88
It's Sonic. It's the best version yet. What more need to be said? **PROSCORE**	96

PLAYING TO THE MAX

WIN! TEN WACKY EUROMAX PACKS!

WIN! TEN SWEATY SUPER STICKS!

Like the rest of the Western world, joystick mega-corporation Euromax are going Sega crazy with masses of exotic hardware! The flashy add-ons range from a snazzy ScoreKeeper pad (with GameScore stickers for plastering on your fave carts!) to the colossal Gizmo joystick.

Big enough to dwarf most consoles, £65 Gizmo mega-stick boasts two sets of firebuttons. These not only have their own autofire buttons, but the bullets-per-minute rate is set by three colour-coded knobs. Equally impressive is one of those slow-motion knobs to ensure perfect gameplay – even when you're drunk! Also handy for when you're lolling on the bed at 2am is a headphone extension socket. Since, of course, the Gizmo has an extra-long cord, your Game Tunes headphones may not be able to reach your reclined position. So don't plug the 'phones into the Sega, plug them into the stick itself as its cord also carries your Mega Drive's stereo sound!

MagniGear
GAME GEAR
SEGA

Gamesplaying bliss, I hear you say, but what if you've got a Master System which doesn't need all these fancy buttons? Get ready for the Ultimate Superstick!

The Superstick has just just six doobries: two sets of firebuttons and Dial-A-Speed variable autofire. To compensate for the saddening lack of multi-coloured keys there are four LEDs which glow appealingly whenever you hammer the firebutton beside them.

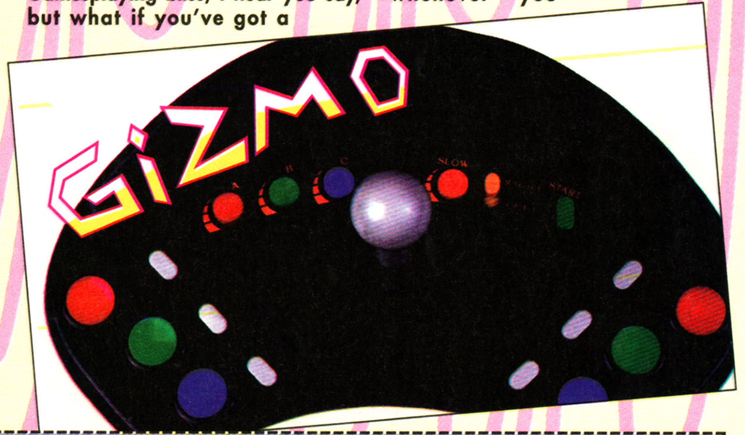
Sadly neither of these sticks plug into your average Game Gear, but Euromax do offer a stylish and extremely useful screw-on MagniGear which enlarges the screen 250%! An essential add-on for all Game Gearers.

Naturally all this gameplay can be wearing on the old Segas, so thank goodness for the Game Care kit with two Cleaning Wands (one for standard consoles, the other for hand-helds like the Game Gear). But what's really useful is the Game Tunes Buds, but I don't want to spoil the reviews next month, so you'll have to guess what they do.

Okay, there's obviously a helluva lot of stuff and Euromax are offering ten SegaPro readers a chance of winning some it. If you've got a Mega Drive, you can a Gizmo, if you own a Master System then it's an Ultimate Superstick for you and if portability is your preference have a MagniGear. All winners also receive GameTunes headphones, Game Care wands and a ScoreKeeper.

DOING THE DOOBRIE

To win this fabulous collection of ace add-ons, all you have to do is tell us how many doobries feature on the Gizmo. (Doobrie is hereby officially defined as switches, twirly knobs and stereo mini-jacks.) You have till February 27 to complete this mammoth task and get your entry to *Gargantuan Gizmo Competition, SegaPro, 7a Wicker Hill, The Parade, Trowbridge, Wiltshire BA14 8JS.*



dial-a-speed
AUTO
Inc
superstick

THE GREAT GIZMO COMPETITION

Gizmo doobries total:..........................

Name ....

Address ....

..........................Postcode ....

I've got a Sega ....

Don't expose the Gizmo to bright light.

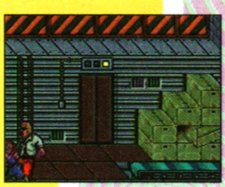
DOUBLE DRAGON II The Revenge

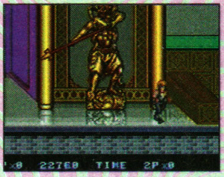
Double Dragon II is possibly the best and most famous arcade beat-'em-up of all-time. There was no way its programmers, Pal Soft, could go wrong with this game, was there?

The sad tale is of two brothers, Billy and Jimmy, who must avenge the death of one of their girlfriends, Marian. Sounds like one of those naff martial arts movies with that dubbing that is about as far out as Pluto. But even the likes of Van Damme must know that the chances of two men against the whole deviant population of New York is not very high. Yet they try and try.

With beat-'em-ups on the Mega Drive reaching fever pitch this month, Double Dragon II will have to be something very special to impress.

1-2
DOUBLE DRAGON
II
The Revenge





Where do you start with a game as eagerly awaited as *Double Dragon II*. Let's take a look at the good points: the title screen is okay. Now on with the rest of the review.

The graphics in *DDII* are pathetically childish. I don't kid you when I say that I had to check that this was a Mega Drive cart and not a Master System cart running through the PowerBase converter. But then I thought that the graphics were too bad to be a Master System game. Perhaps some sly trickster had sneakily linked up a Nintendo to the screen as a cruel joke – but not even that was true. Sure enough, this was the Mega Drive cart I had feared all along.

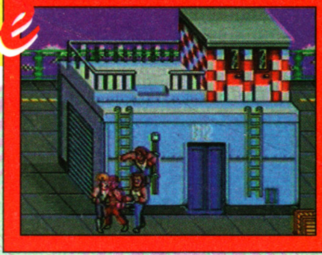
PROFILE

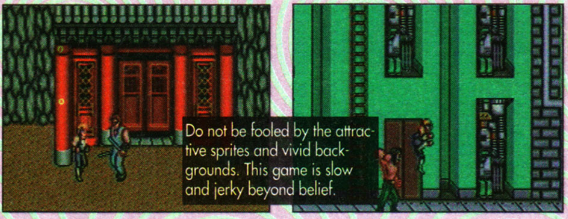
DOUBLE DRAG II ● PAL SOFT ● £40 ● IMPORT

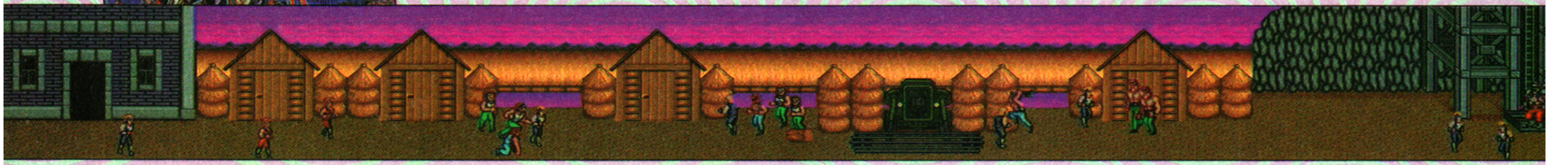
CART SIZE	4Mbit
PLAYERS	2
STAGES	4
SKILL LEVELS	3
FEATURES	teamplay

SUPPLIER
Console Concepts
The Village
Newcastle-under-Lyme
Staffordshire ST5 1QB
✆(0782) 712759

PROTIP Double team on the big bad guys. Each player stand either side of him and repeatedly punch and kick. He won't stand a chance against you both.




Do not be fooled by the attractive sprites and vivid backgrounds. This game is slow and jerky beyond belief.

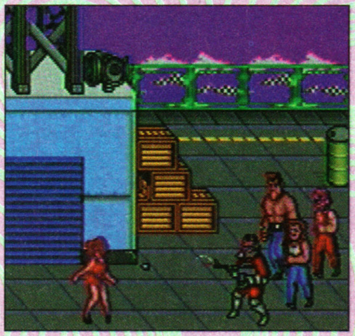


The graphics don't just look simple, they are also terribly animated with a few frames of animation that runs at a very slow pace, they also flicker, and the collision detection is non-existent. And if that wasn't bad enough, the scrolling is about as smooth as sandpaper. Even the backgrounds seem like something rejected from an 8-bit game.

But maybe the cart was packed with music instead, I thought. Sadly not. An appalling tune grates through the whole of the game, and its only function is to cover up the cheap sound effects that lurk beneath it.

If all else fails, usually the gameplay can rescue a game from being plunged into the depths of the bin after its first go, but even that was bordering on the worst ever. This is mainly due to the slowness of the graphics which makes the game very unexciting and frustrating to play. Nothing ever happens where and when you want it. It isn't even challenging; I completed all four stages in one-player mode (on hard level!) on the first go.

Let's face it, Cliff Richard has heaps more credibility than anyone who buys this.



GRAPHICS ▼ Would look more at home on a hand-held. ▼ I've seen better graphics on toilet walls.	32
SOUND ▼ Naff crunching effects. ▼ Stock, Aitken and Waterman are back!	35
GAMEPLAY ▼ Far too slow to play. ▼ Totally inaccurate when picking up weapons.	29
CHALLENGE ▼ Far too easy to finish. ▼ Even on the hard level.	22

This is one dragon that you won't want to chase.

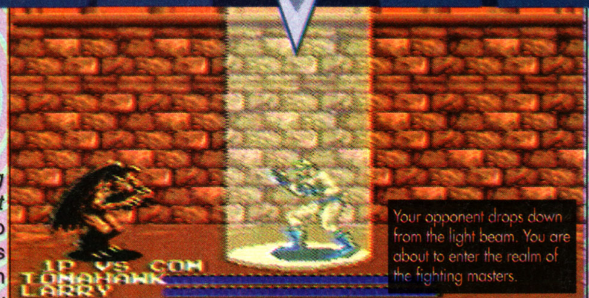
PROSCORE 29

Do not adjust your sets: the Game Over sequence is in black and white!

FIGHTING MASTERS

Okay, folks, it's eyes down for the big barny. In the left corner we have Larry the wimpy human with all the fighting capabilities of a sun-drenched lettuce, and in the right corner we have a huge, red armoured-plated killing machine by the name of Zrygrunte.

Remember, it's a no-holds-barred fight to the death. No running, hiding or climbing up the walls, only good clean cheating and underhand punches. I don't want to see any of you being noble and merciful, that's not what we came here to see. Now get out there and do your worst, then battle the super beast on level 13 who'll make you more embarrassed than Norman Lamont – and that's bad!



Your opponent drops down from the light beam. You are about to enter the realm of the fighting masters.

Let's face it, *Fighting Masters* is *Beast Warriors* (also reviewed in this issue) viewed from the side – but thankfully with a *bit* of playability thrown in for good measure.

The concept of a head-to-head, monster beat-'em-up is a good one and very appealing, but it does seem that in the flurry to get amazing graphics and varied creatures, the gameplay has taken a back seat.

Graphics here are coin-op quality with 13 different foes to defeat and lifelike backgrounds such as an island, and the arena with its great statues. The lightning effect is suitably portrayed, if a little prolonged, and some of the statics are elegant.

PROFILE

FIGHTING MASTERS ● TRECO ● £38 ● IMPORT

CART SIZE	4Mbit
PLAYERS	2
STAGES	13
SKILL LEVELS	3
FEATURES	teamplay

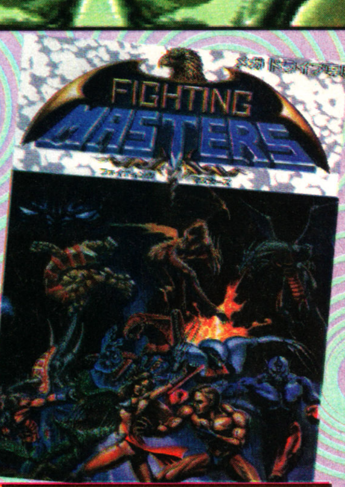
SUPPLIER
Console Concepts
The Village
Newcastle-under-Lyme
Staffordshire
ST5 1QB
☎(0782) 712759

I particularly liked the way the pugilists were teleported to the combat zone Mr Bean-style through a shaft of light. This is a neat touch and it certainly makes a change from the usual side entrances. As far as the actual monsters go, they make a change from boring old human fighters, too. I liked Dio who was definitely not a "weeeeed", and all the challengers are detailed and brightly coloured. You wouldn't want to meet any of these guys in a dark alley.

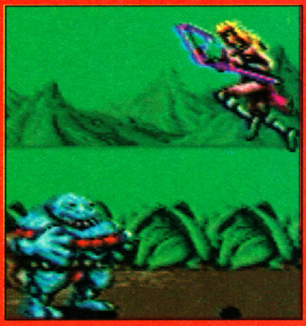
The gameplay is actually not that bad – certainly a big improvement on *Beast Warriors*. You really get a true feeling of achievement when your opponent hits the dirt, and perfecting the moves is an enjoyable distraction for a few hours. Obviously the programmers have never played *Streets of Rage* or they would have noticed the popularity of an immense number of original moves. Such aerobatics are restricted to just three or four attacks in *FM* and consequently the gameplay can be extremely repetitive.

Music is lively but unoriginal, and the SFX are not worth shouting about. This is such a wasted opportunity because with so many exotic opponents, the scope for weird screams or battle cries combined with gruesome slashes is enormous. Two-player mode is essential and this improves the game's durability, but I have no idea why anyone would want a boring Watch option. So far, I have yet to come across a beat-'em-up fan who didn't want to get straight to the action. In this case, the action can appear stinted and sometimes the fluidity of attack is lost due to jerky animation. It can also be painfully easy to reach the final stage with certain characters, which makes their inclusion pointless. I hardly think a short blue blob has much chance against a 200ft killing machine!

● **Damian "scarface" Butt**



PROTIP The best dude to have is definitely the chick, Medusa (bottom). I know she looks like a fat blue slob with all the agility of Jonathan Ringhole, but once you master her fighting technique, she's one tough turkey.

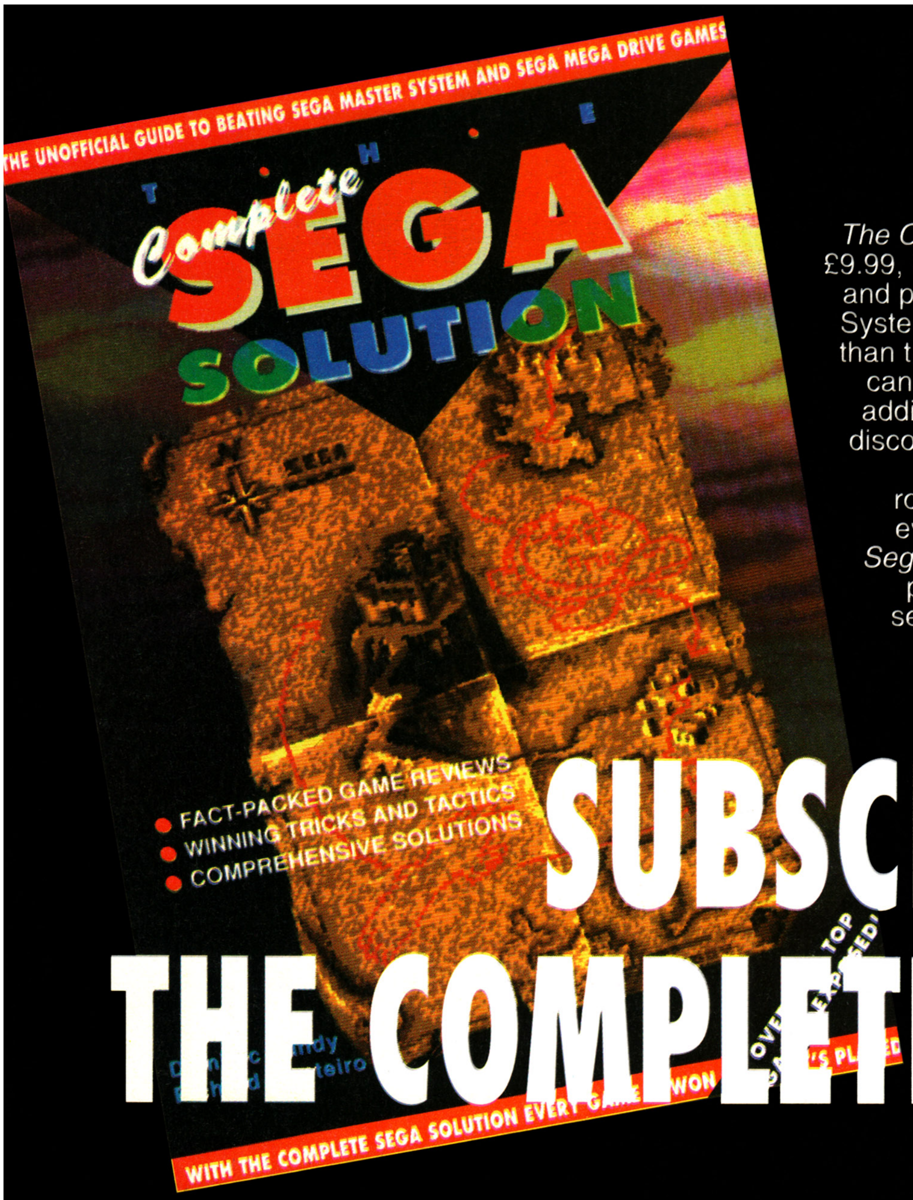


GRAPHICS	▲ Visually stunning sprites. ▼ Animation is way too slow sometimes.	81
SOUND	▼ Heard it all before. ▼ Pathetic attack noises.	69
GAMEPLAY	▲ There is some fun to be had. ▼ But initially very difficult to pick up.	65
CHALLENGE	▲ Computer cheats at every opportunity. ▼ Very easy to get to the ultimate stage.	47

Great visuals, but hardly any long-term challenge. Only for wimps.

PROSCORE 66

FM also stands for frequency modulation and (the late great) Freddie Mercury.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WRITE

Use that tried and tested method of putting pen to paper and transcribing your secrets for the world to read. Send your wads of paper to: *ProTips, SEGAPRO, 7a Wicker Hill, Trowbridge, Wiltshire BA14 8JS.*

FAX

You can scribble your tips down and fax them to us on (0225) 777869. Send them any time of the day or night and mark them for the attention of ProTips. Don't forget to include your name and phone number!

PHONE

The SEGAPRO Tips Donation line operates between 4:00pm and 5:30pm Monday to Friday. Just ring (0225) 765086 and ask for the ProTips department. Please only use this number for SHORT tips, we cannot accept whole solutions down the phone as it ties up the line for other callers. Don't forget to give your name and telephone number. Any calls received outside of these times cannot, unfortunately, be accepted (the ProTips guys have to work too, you know!).

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THE PRO LINE

You know how to give us the latest and great tips, but we can also get them to you. The SEGAPRO Tips Hotline is updated every Friday with the latest tips for the Mega Drive, Master System and Game Gear. When you ring this number, you'll get 100% Sega tips – no ads, no bull, just help. The number to phone for the latest hints is

0891 662557

Calls charged at 36p/min cheap rate, 48p/min at all other times.
Please get the phone owner's permission before you ring!

STARFLIGHT

(To boldly go where no man has gone before...)

MEGA DRIVE

What a corker of a strategy/arcade action game this was. *Starflight* was reviewed in SegaPro#2 where it received a glorious 83%. Since then we have had some letters complaining that it is too boring or severely difficult. Adam Frampton from Kingston Surrey and star captain Tim Haggis (suspect name) has proved them all wrong with their highly comprehensive list of locations to all the essential items. Take it away guys!

54N
32E
08-01-01-4620

STARFLIGHT

"CAPTAIN, IT WOULD SEEM LOGICAL TO LOG THESE PLANETS"

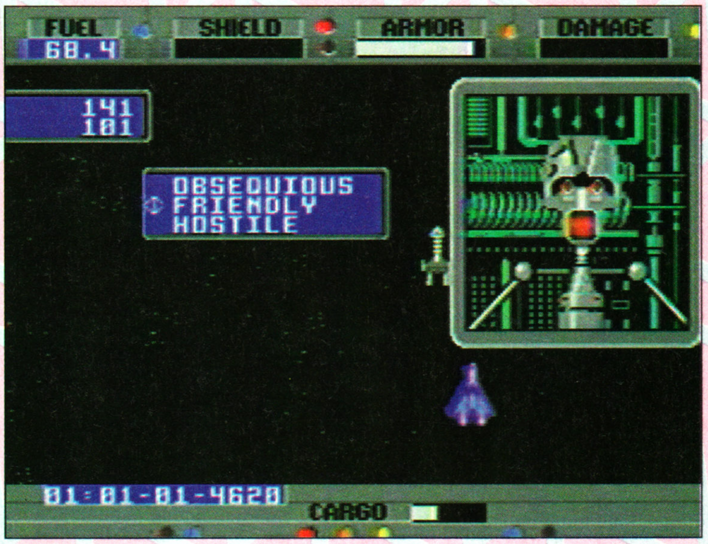
1 4th planet in the system 118,146
2 1st planet in the system 175.94
3 4th planet in the system 145,107 (called "Heaven")
4 3rd planet in the system 215,86
5 2nd planet in the system 217,88
6 4th planet in the system 217,88
7 2nd planet in the system 129,33
8 3rd planet in the system 125,100

"SIR, SCANNERS INDICATE A RUINED STRUCTURE UP AHEAD. SHOULD WE INVESTIGATE?"

1 5th planet 145,107 (36Nx90E)
2 City of the Ancients, 1st planet 56,144 (26Nx13W)
3 2nd planet 180,124 (59Nx22E)
4 Most Magnificent Hexagon 1st planet (Sphexi) 132,165 (45Nx17E)
5 Old Earth (Marden 2) 3rd planet 215,86 (56Nx6W)

"I DON'T KNOW WHAT IT IS, BUT IT'S WEIRD AND P✻SS✻D OFF CAPTAIN"

NAME	PRICE	POSITION
Aeroddactyle	500	175,94
Biwing	750	123,101/78,123
Turblade	60	123,101
Slugyte	50	125,100/78,123
Gigantick	10	125,100
Zeeb	500	125,100
Crawleye	500	143,63/78,123
Amorphlux	500	143,63
Bristlebarb	50	143,63
Megapede	1	118,146
Draggin	5	118,146/68,66



Termode	25	81,98
WingWraith	1500	81,98/118,146
Nautiloid	500	68,66
Octapede	5	68,66

FUEL
56.4
SHIELD
ARMOR
DAMAGE
125
100
ORBIT ESTABLISHED
14:26-01-4628
CARGO

"MR SCOTT, WARP FIVE. WE MUST UTILIZE THE ARTIFACT"

1 First Black Egg 1st planet 143,115 (28Nx4E)
2 Second Black Egg – Planet bomb, 2nd planet 234,20 (35Sx99E)
3 Crystal Pearl – Emergency teleportation, 1st planet 56,144 (26Nx13W)
4 Rod Device – Super Charges lasers, 2nd planet 180,124 (59Nx22E)
5 Hypercube – Shows aliens on map, 3rd planet 215,86 (12Nx104W)
6 Ring Device – Shows fluxes on map, 4th planet (Mars) 215,86 (90Nx0W/E)
7 Tesseract – Increases ship efficiency, 5th planet 18,50 (15Nx44W)
8 Shimmering Orb – Autoscans aliens, 1st planet 68,66 (12Nx32E)
9 Crystal Cone – Points out control nexus, 1st planet 20,198 (29Sx55W)
10 Red Cylinder – Shows artifact positions, 3rd planet 112,200 (59Nx64W)
11 Crystal Orb – Nullifies defences, 1st planet (Sphexi) 132,165 (46Nx12E)
12 Ellipsoid – 1st planet 81,98 (44Sx137W)

"CAPTAIN, IT JUST MIGHT WORK!" (in Scottish accent)

1 Go to the Crystal planet (192,152).
2 To land on the planet you will need the Crystal Orb to nullify the planet's defences.
3 You will need the Crystal Cone to locate the planet's nexus. If you don't, then land with the coordinates 47Ex48N.
4 Finally, drop the Second Black Egg and immediately take off. Now you will able to watch the end sequence as the source of the interstellar flares is destroyed.

Remember, the dodecahedron stops you arming the ship's weapons and the ellipsoid prevents the shields being raised, so sell them immediately. Well, if you can't get further or even complete it, then you need to watch more episodes of Star Trek.

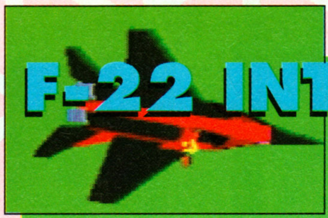
WONDER BOY III

MASTER SYSTEM

These useful tips were sent in by Richard Monthorpe and someone on the phone whose name I forgot (er, sorry).

- Use this password to get far into the game. `MKWH WC1 TY2K 5H4`
- If you are Lion man, and only Lion man, climb down into the basement in the village and instead of going through the door on the left jump above it and press up. A shop will appear where only LM can buy things.
- With Hawkman, fly up the right side of the tower where there is a door to the desert, press UP and a shop will appear where the stones can be bought.
- This major tip can get you to the dragons without having to complete any of the stages in between. Go into the tower in the middle of the village and climb up the platforms. You will notice on the opposite side sets of two boxes. There are about five pairs on the different levels all the way to the roof. If you jump between the boxes and press UP, you will be transported to the dragons where you can practise killing them. Each level takes you to a different dragon and there is a special surprise at the very top.

F-22 INTERCEPTOR



Another all time office fave, *F-22* is an interesting hybrid of a high-tech simulator and frenetic arcade action that curiously appeals to both sets of fans. One thing's for sure, it's rarely left to gather dust and I have it on good authority that even the great Les took it home over Christmas for a three-day playing session. These codes were the result of many hours thumb-bashing and trying to make out a blurred dial through eyes too long without sleep.

USA (training)	`6PGE02`
Korean campaign	`BI0F8P`
Iraqi campaign	`GTGE8V`
Russian campaign	`KSQGIV`
Aces challenge	`MH01K1`

Anyone hoping to bypass the game completely will be disappointed. All these codes give you the last HQ message but you will have to perform one final manoeuvre, such as landing or taking on the last aces challenge to see the impressive ending sequences on each campaign.

MEGA DRIVE

300
CHF 3 SPR

ACTION REPLAY CODES

Can you believe the cheek of it? Those sly tricksters from Datel took a holiday for Christmas and could only come up with hacks for four games this month! Still, with *RoboCod* and *Speedball II* amongst them, we'll let them off because those two games are mega tough.

Needless to say, we've slapped the Datel guys around a bit, and they promise to work overtime this month in an attempt to crack every single blockbuster released in the last 30 days. Don't forget, SegaPro guarantees you the Datel Mega Drive Action Replay codes FIRST every month!

For more information on the Action Replay, phone Datel on (0782) 744324.

JAMES POND II ROBOCOD

(UK cart)

`00190 A4E71`

Unlimited lives.

`003D1 C6002`

Invulnerable to enemy attack.

`003CC 26002`

Invulnerable to spikes.

MS PAC-MAN

(USA cart)

`00183 66002`

Infinite lives.

PAC-MANIA

(USA cart)

`00889 26002`

Infinite lives.

SPEEDBALL II

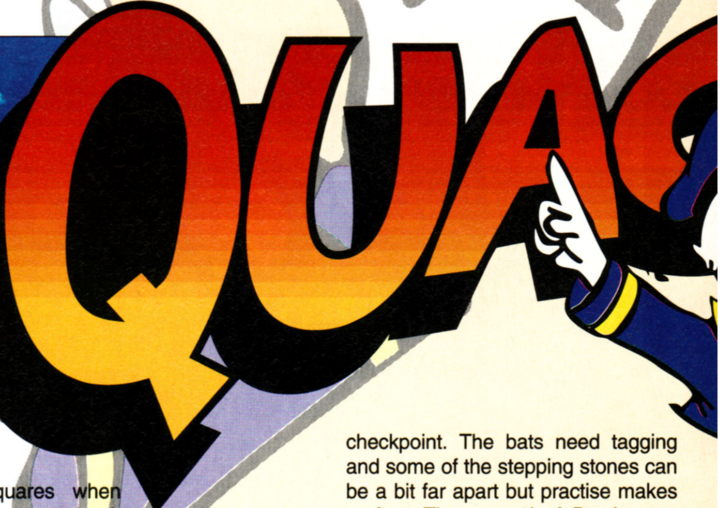
(USA cart)

`0061F A6004`

`00654 26004`

Unlimited money.

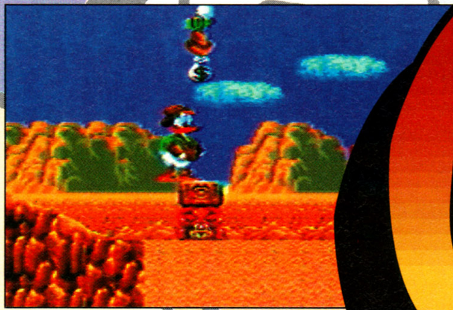
PLUS: The *Castle of Illusion* codes printed last month will also work on the Genesis version. The same goes for *Fantasia, Sonic* and *ToeJam & Earl.*



With the incredible solution to the bloodthirsty Immortal coming to a close, we get straight back to the action with the exclusive solution to last issue's game of the month, Quackshot starring Donald Duck.

It's always the way, Damian gets really into a game and writes the solution early on for the next issue, then some readers (with more time than us mere mortals) drops in a comprehensive solution that meant we could having been doing better things with our valuable time. This is certainly the case with Quackshot. SegaPro was inundated with sacks full of tips, some good, some pointless but rest assured they were all scrutinised and the result was one of the best pieces of software dissection we've ever seen.

Thanks must go to David B Massey, Kris McCann, Ian Orome and most importantly Andrew Eley whose tips and maps must have kept him up late on many a night. Feel comforted that this tips extravaganza is the culmination of all your hard work (with some SegaPro expertise thrown in), so give yourself a pat on the back and relax as we plunder the legendary duck treasure.



MEXICO

The first location to visit is Mexico. These three levels are easy to complete. When you have mastered the art of jumping, turning and shooting in one move, then the rest is easy. Make sure you collect the goodies on the crab blocks and beware of the exploding cactus who are set off if you get to close.

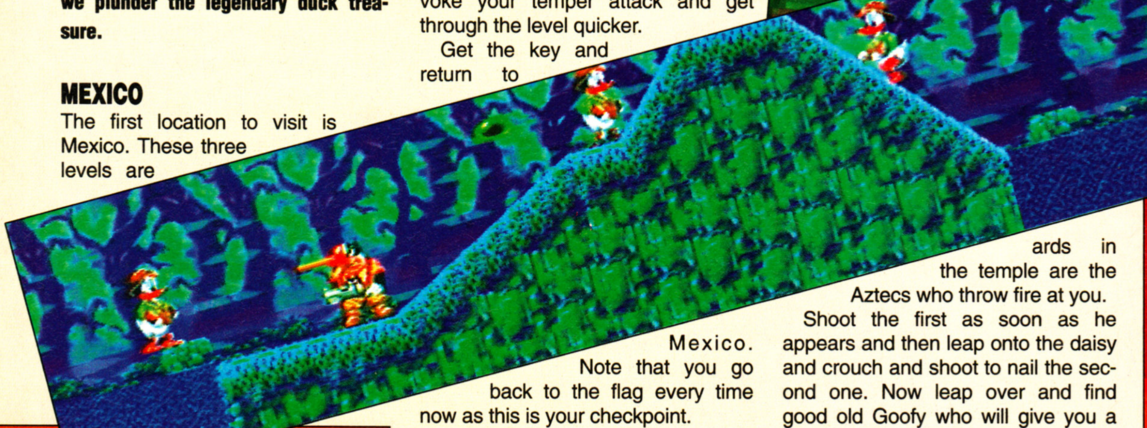
Also on level two, you will come across detonators. Just jump the spark to survive. You'll also need to get the buzzards carrying beehives so they don't drop their buzzing cargo on your head.

At the checkpoint on level three, you will meet a pretty Senorita who informs you that you need the Hero key to proceed. So onward to the duck capital of the world.

DUCKBURG

This level is really the beginner/practice run to hone your quacky skills. The only thing to remember is collect the (Red Hot) Chilli Peppers to provoke your temper attack and get through the level quicker.

Get the key and return to Mexico. Note that you go back to the flag every time now as this is your checkpoint.

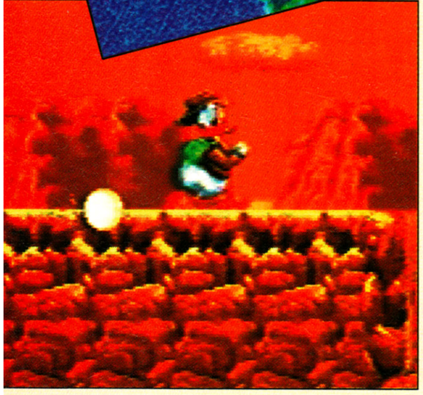


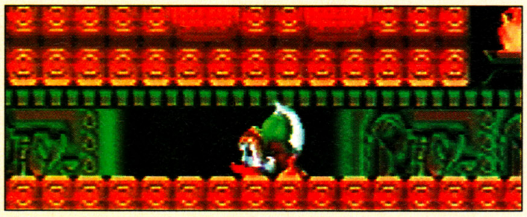
AZTEC RUINS

Flames can easily be avoided, and the green moving squares can be shot to provide extra platforms to climb. The test on this level (and those to come) is to shoot the squares when they are in the right place, so that a ledge can be jumped quickly before any recovery.

The only real hazards in the temple are the Aztecs who throw fire at you.

Shoot the first as soon as he appears and then leap onto the daisy and crouch and shoot to nail the second one. Now leap over and find good old Goofy who will give you a map and the extremely useful red plungers for scaling walls. This level sees the first real use of the sliding move, to get the green blocks who are in the thin passage. Dive in and out quickly when it drops to get you, shoot it and slide through as fast as you can.



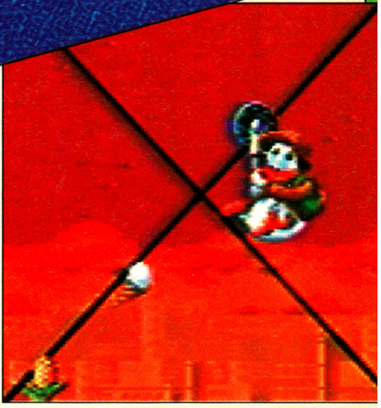


TRANSYLVANIA

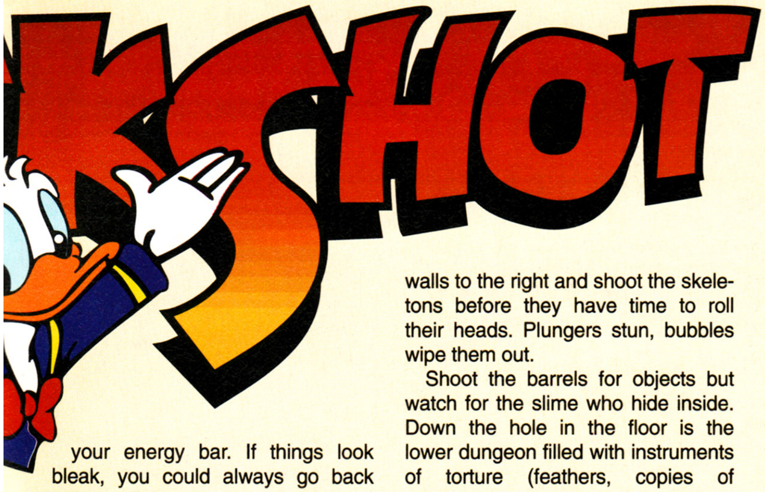
Dark, creepy, dangerous, this is the forbidding land of Dracula. Basically all you need to do is get to the checkpoint. The bats need tagging and some of the stepping stones can be a bit far apart but practise makes perfect. The second of Pete's men has a 1-UP and they all fire green blobs so jump to avoid them and then shoot like crazy. When you get to the castle and enter, you will meet a friendly ghost who tells you to get some exploding bubble gum to break into the count's domain.

DUCKBURG REVISITED

Now you must use the red plungers to climb the wall to the right and go through another two sections to find Gyro Gearloose the inventor.



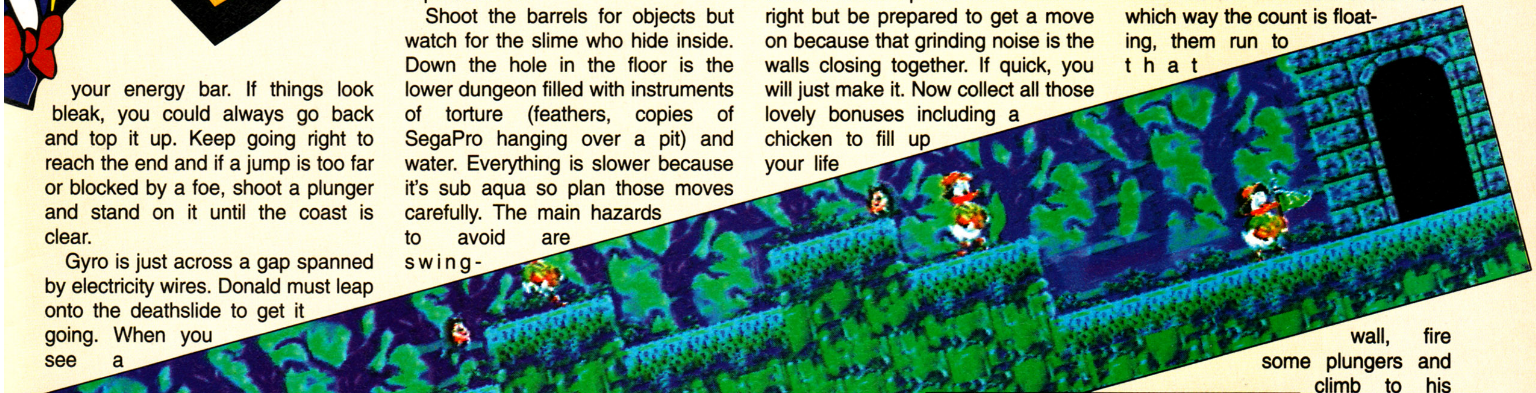
This scrolling level is set against a backdrop of grim buildings and you must avoid the "Booming" speakers and annoying turtles. If a turtle retreats into his shell, you must jump up to get him out, then you can stun him. The first turtle you come across has a chicken inside which will fill

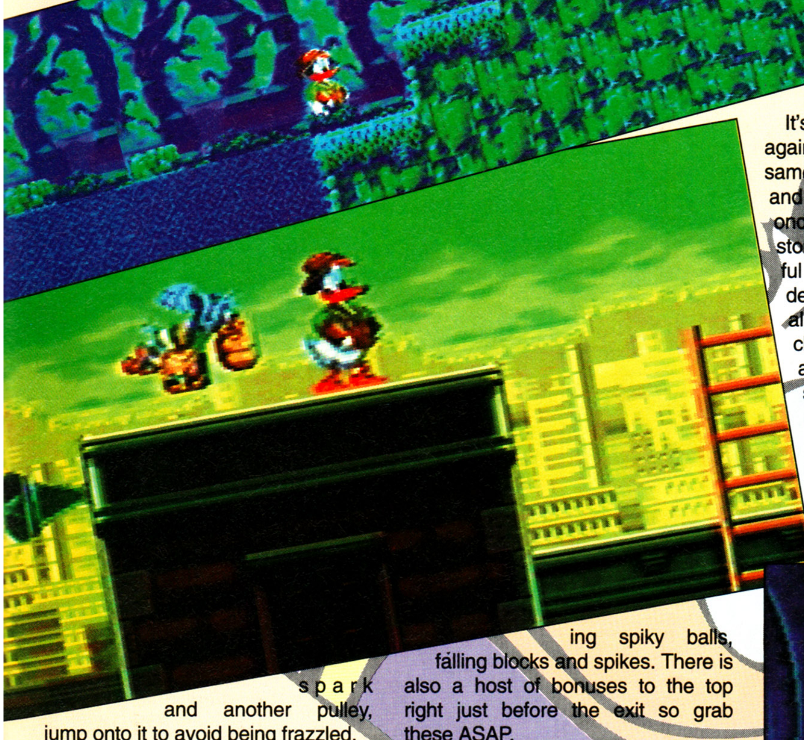


your energy bar. If things look bleak, you could always go back and top it up. Keep going right to reach the end and if a jump is too far or blocked by a foe, shoot a plunger and stand on it until the coast is clear.

Gyro is just across a gap spanned by electricity wires. Donald must leap onto the deathslide to get it going. When you see a spark and another pulley, jump onto it to avoid being frazzled.

You have to jump about five times to reach terra firma. Take the bubble gum and jump back on, but don't worry because the route back is uninterrupted so just collect those bonuses. Now just climb back through the buildings to the check-point and head for the dark country.





"I VANT TO BITE YOUR NECK"

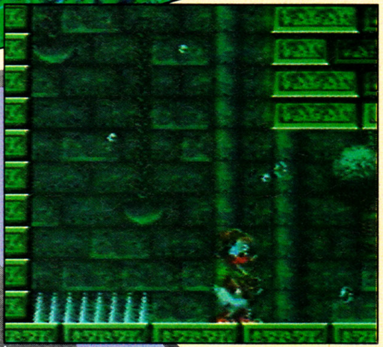
Big level this. Use a combination of bubbles and plungers to scale the walls to the right and shoot the skeletons before they have time to roll their heads. Plungers stun, bubbles wipe them out.

Shoot the barrels for objects but watch for the slime who hide inside. Down the hole in the floor is the lower dungeon filled with instruments of torture (feathers, copies of SegaPro hanging over a pit) and water. Everything is slower because it's sub aqua so plan those moves carefully. The main hazards to avoid are swinging spiky balls, falling blocks and spikes. There is also a host of bonuses to the top right just before the exit so grab these ASAP.

This next level is a long corridor full of animated paintings and a large ghost who likes nothing better than to split into six or seven smaller ghosts and zap you. To combat this use a Les Ellis Special. This is to use your slide manoeuvre until you see him grin, now slide in the opposite direction as the ghosts appear. With luck, none will chase you because you would have moved off screen too quickly, now slide quickly onwards till you see the next ghost and repeat the procedure.

The way out of this level is through the second lot of smashable blocks. The middle one is a lift which works when you leap on it. Let it take you into the rafters, then fire off a couple of plungers to escape to the door to the right.

This next section is dead easy. Use the holes to avoid the ghosts and shoot any skeletons you come across. Climb up the wall to the far right but be prepared to get a move on because that grinding noise is the walls closing together. If quick, you will just make it. Now collect all those lovely bonuses including a chicken to fill up your life bar.



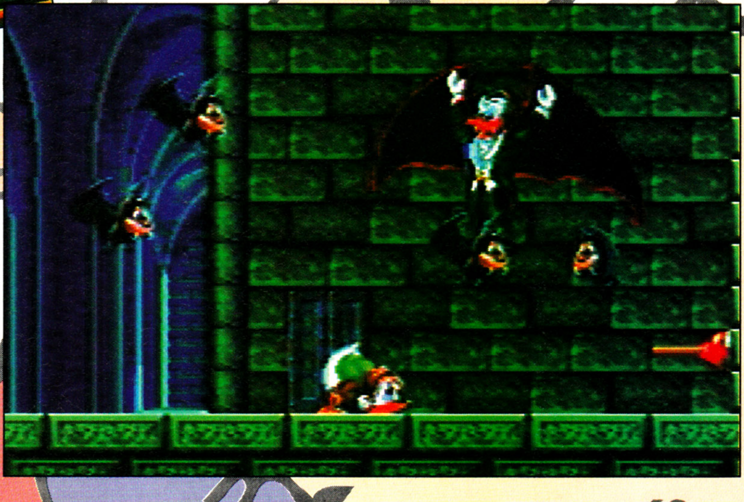
It's old ghostie again. Use the same technique and on the second pile of stones be careful not to destroy them all, just those closest to you at the top. You must use them as steps to reach the hole in the roof. Jump up and shoot a red plunger at the very bottom of the shaft and jump onto it. Now fire off a few more and climb the wall to the door.

Now it's time to dine with Drac!

There are two methods for vanquishing the Baron of Blood, firstly (the ProReaders' way) stay underneath him and shoot upwards when he opens his cloak. The only problem is the bats. Some nifty shooting has to be involved to stop them from reaching you and it can be quite hard.

The ProWriters' way was developed by us when we were reviewing it and we still think it's the best. See which way the count is floating, then run to that wall, fire some plungers and climb to his height. When he opens his cloak, shoot him repeatedly, first hitting the bats while they are still in a clump and them the Count who flashes when he's hurt. Climb over to the other side and repeat. You must remember that he gets higher after a while to fool you.

Once Drac is dusted, he gives you the real map and this opens the pathway to four more locations: Viking Ship, South Pole, Maharaja and Egypt which we will reveal next month. Don't touch that dial.



JEWEL MASTER

This excellent platform magic-'em-up possesses some of the most picturesque graphics on the MD and the gameplay's definitely up to scratch, warranting 88% in SEGAPRO#1. After reading this hot review, Scott Elliott snatched up his copy and promptly sent us a barrel load of comprehensive tips. If you've wanted to have revenge on the level guardians or discover the many combinations of the rings of power, read on, pilgrim! And for all his great efforts, Scott wins himself three Mega Drive carts of his choice.

RING VARIATIONS

🔴 = Flame, Fastflame, Flame Shield
🔴 + 🟢 = Fire Wall, Fire Viper
🔴 + 🔵 = Nothing
🔴 + ⚪ = Fireball (maximum of three)
⚪ = Speed, High Jump, Double jump
⚪ + 🟢 = Earthquake
⚪ + 🔵 = Wave, Double Wave, Triple Wave
⚪ + 🔴 = Fireball
🔵 = Barrier, Strong Barrier, Longest Barrier
🔵 + 🟢 = Ice Dagger, Rebound Ice Dagger, 3-Way Ice Dagger
🔵 + 🔴 = Nothing
🔵 + ⚪ = Wave (see above)
🟢 = Earthquake, Stronger Earthquake, Super Earth Q
🟢 + ⚪ = Earthquake (pauses some enemies)
🟢 + 🔴 = Fire Wall Etc
🟢 + 🔵 = Ice Dagger Etc

Where to find them...

🔴 Ruby. First one given, second when Demon Skeleton is killed, third when Phoenix is killed.

🔵 Sapphire. First one given, second in Ice caves (level three), third after King Turtle.

🟢 Emerald. First found after Tiger, second when Yeti is killed, third when Chaos Dragon is killed.

⚪ Diamond. First after you kill armoured soldier on level one, then when the sandworm bites the dust on level two and finally when the winged archer dies on level four.

LEVEL ONE

(Tiger)
Fireballs work best on this fanged horror, so swap those rings before you get too close. The tiger will immediately jump over you so duck and shoot in his direction, then walk towards him to coax the beast into another jump. Repeat this procedure to vanquish the big cat.

LEVEL TWO

(Demon Skeleton)
Just before you jump down the hole, leap left and touch the wall for more energy. Now to business. Use the fast fireballs and rapidly fire while ducking. Each of his bones takes about four hits and you must cripple each one in turn.

To destroy the phoenix, you have to remember that this dude is made of fire so it's a bit silly to use fireballs. Instead, use high jump and wave, and keep on jumping and shooting as he flies and turns above you.

LEVEL THREE

(Yeti)
You would have thought a creature who lives solely in sub zero temperatures would welcome a bit of fire, apparently not. Use fireballs to zap him and try not to get squashed.

The next foe is very dangerous because he's extremely tough to kill. Before you reach the King Turtle, drop down a hole with an ice column on the other side. Don't jump to the other side and destroy the ice. Now collect the fireball for energy and use double wave on the turtle.

If you jump onto the platform and keep firing, some ice crystals will form above you. Move quickly to avoid getting crushed, then jump up and fire to drop the icicles onto this unfortunate creature – avoid his icy breath as you leap.

LEVEL FOUR

(Winged Archer)
Use the fire viper and get in very close for a confirmed kill. Repeated fire should pay dividends.

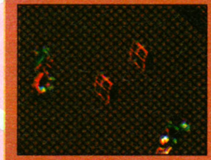
The dragonspawn is an evil foe and requires the triple wave and double jump. Stand under him and fire upwards at his face. When he looks like he's about to breath fire, double jump over him. Repeat.

The three-way ice dagger and double jump are used to smite the Chaos Dragon. Keep firing (as always) and avoid his deathly dives using the double jump. Try to learn his pattern of attack.

ARCUS ODYSSEY

A definite ProYo! for this fantastic arcade adventure with *Gauntlet* overtones in SEGAPRO#2. Not only have we thoroughly played this to the end but now we have all the level codes for level three upwards (anyone can complete the first few).

***Arcus* has an extremely lavish game over sequence (which you may have gained a sneak peek at last issue) which I'm sure you will want to experience if only to finish it once and for all.**



Level Three	JSMOFBAHKB
Level Four	JBMGNMQJDQ
Level Five	JBMGNUUMEB
Level Six	KBMEMUQQFA
Level Seven	KBMEMUQU4F
Level Eight	KYMEMUU05F

Thanks also to David Wheeler who didn't get top tipster this month, but came very close. Keep piling on those tips, David.

BUBBLE BOBBLE

Reviewed this issue, you may think this tip is a little premature but many people already have the game and have found it difficult. Here's a little cheat to make it easier.

Move down to the password option and press PAUSE. The screen will turn blue and you must now press I, LEFT, DOWN, UP, I, UP, I, UP. The screen will flash and you will be bestowed with three lives, three bubble gums, a peacock feather and a set of speed shoes. Now press PAUSE and choose to start or continue. If you lose a life, you will still have the shoes. Next month we'll publish some level codes, but we don't want to spoil the game quite yet.

1P START
2P START
1P CONTINUE
2P CONTINUE
PASSWORD

PIT-FIGHTER

Start the game in one-player and battle through to level eight. Pause the game, plug in the second joypad and press start on joypad two. You should now get three extra continues and be able to complete the game.

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SONIC

GAME GEAR

THE HEDGEHOG

MASTER SYSTEM

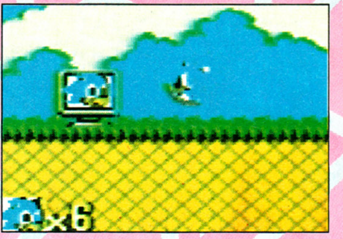
Yes, we all know some of the extra lives were missing from the Master System solution last issue, but we thought that 15 lives was enough to complete the game, especially because we had given you the way to do it. For those of you (and there cannot be many) who still can't find these quite obvious bonuses, here they are.

LEVEL 1-1
Cross the first set of spikes and climb the hill just after. At the top is a tree with the extra life in it. Jump up and it will fall down, now leap onto the top to receive it. Remember, if there is a slight twinkling at the top of the tree, then this is a bonus box.

LEVEL 1-2
Collect the first chaos emerald and drop down left through the waterfall. If you walk left till you come to a wall, leap up to it and you will go through to an extra life.

LEVEL 1-3
Jump down the second pit and there is a 1-UP to the right just before the spikes. Use the springboard to get back on course.

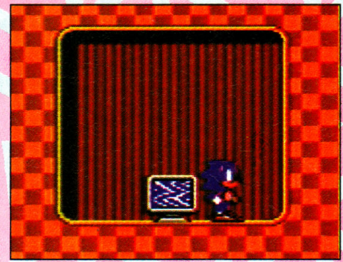
LEVEL 2-3



Go left straight from the start to find the first life to help you defeat this persistent guardian. After these and the massive tips section last issue, you should now be well on the way to completing this epic game.

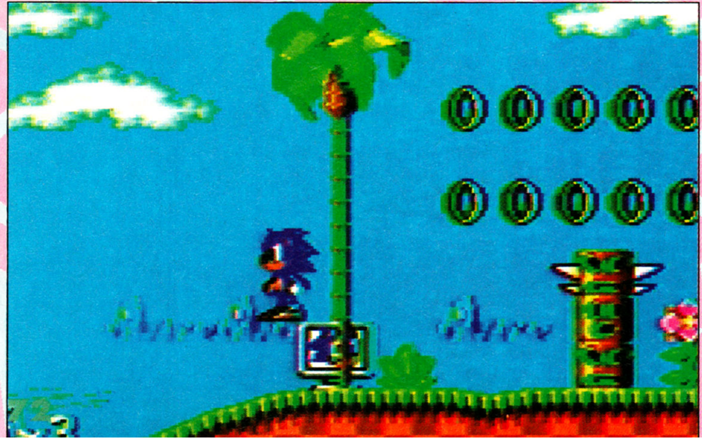
Many people wrote in complaining that we left out the last two chaos emeralds and consequently they sent them in by the sackful.

On Scrap Brain, act 2, when you come to the junction of up or down, choose up and fall down the third hole in the ground. Walk right till you reach a transporter and enter it. You will be teleported to the gem, and can now continue your adventure.



The last gem was particularly tricky. Many were trying to hack their way through the chain in a desperate bid to rescue it, but the real method was shamefully simple.

Instead of taking on the guns straight away at the start of the airship level, walk left a little and fall off onto the moving platform which will take you right. Stay on it till you get to some stairs, get the extra life and then fall back onto the platform. Keep jumping from platform to platform until you see one going up and down. Climb up this and you will be near the gem; simply collect it and jump through the chain.



SHINOBI

GAME GEAR

Now all you would-be ninja death troops and GG punching fanatics, if you have been sliced 'n' diced in *GG Shinobi*, here are a few tips sent in by a number of tipsters – notably David Lewis from Bolton – to get you as far as Neo City.

THE VALLEY
One of the quick ways to reach the cave is to use Yellow as he can walk on water. If you have not rescued him then remember to watch out for the treacherous whirlpools. Keep crouched down in the cave to avoid danger. If you see a purple line ahead, watch out because it will start firing shurikens at you.
Dark Areas contain human metal balls that can only be defeated when transformed into human form. When they are still spherical, it's best to avoid them whenever they appear. It is also important to note that if you remain on the same screen as the ball, it will follow you relentlessly, but if you lose it, it will return to its original position.

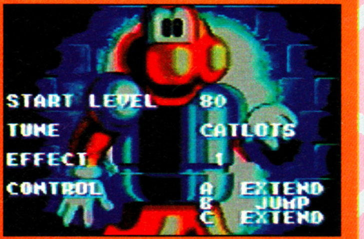
WOODLAND
Not only do the ninjas come at you from both sides, but also from the trees. Some carry knives and they are especially dangerous. To defeat them, stay out of their range but still within your firing cone, this way they will be hit. Make sure you get the hearts at the start and end of this level.
In the Pagoda, look out for the Rasputin monks and metal balls. Also collect the hearts and Ninjutsu situated all over the building. If you reach the top, climb side down or go along the top. The huge face is your next foe and what a toughie he is. Go to one side; the face will now mimic you and head towards the middle of the screen before going up. When it is at the top, it will drop three fighters. Move to the side and hit them as they jump at you. Now the men will leap into the face and it will begin moving again. When the fighters reappear, use the same technique. A special tip is to use Blue to take on this guardian, he usually kills it off much quicker than the rest.

HIGHWAY
If you move too slowly around the cars, the enemy will rapidly surround you so keep moving but don't go so fast that you get cut to pieces. For the guns, jump immediately after they have fired for successful negotiation. Jump to the top of the building and then jump across to get a power-up found on the other side. Remember to look out for the human bombs that the helicopter uses for additional fire-power.

HARBOUR
Look to the higher platforms for the bonuses on this level and get the ninjutsu on-board the ship. Also on the boat, kill the men with the bombs quickly unless you want to be floating in thousands of pieces above the island. There are also men who roll barrels; jump these easily but don't get caught between them. There is a power up and a 1-UP on the far right of this section. For the robot guardian, always hit Yellow who is on top. If the metallic menace swipes his arm down, jump on it and get in a few good hits.

JAMES POND II

A couple of juicy tips for the number one MD game at the moment from Ian Croam. Although it looks superb, *RoboCod* can be very tough, so this should ease your anguish.



START LEVEL 80
TUNE CATLOTS
EFFECT 1
CONTROL A EXTEND
B JUMP
C EXTEND

- To get a secret menu with level select, sound and control edits, simply hold down A, C and DOWN-LEFT on the title screen. Now press START and when the screen goes black and the tune starts, let go to access the screen. You can go to any level but on completion you will go back to the start. Level 80 shows you the impressive ending.
- The second cheat will help you get further into the game and probably qualifies for the most ingenious idea ever conceived. Go to the five items on top of the first roof near where you start. Here you will notice there is a (C)ake, a (H)ammer, an (E)arth, an (A)pple and a (T)ap. If you jump on them in this order to spell the word "Cheat", you will become invincible for approximately ten minutes and if you go into the sports department and take the exit to the left, all the doors will be opened so you can go straight to the last levels.

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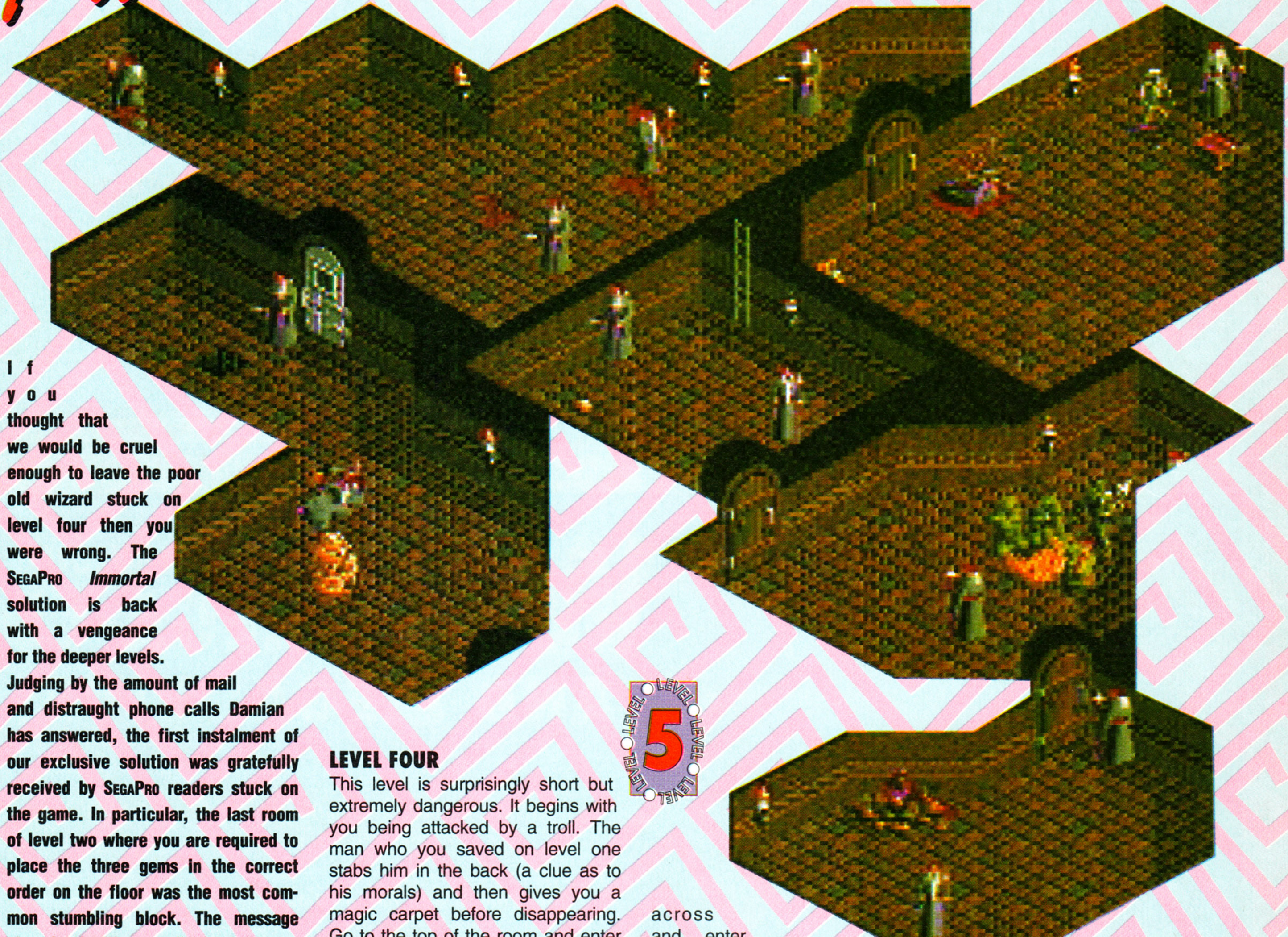
THE IMMORTAL

Part two



If you thought that we would be cruel enough to leave the poor old wizard stuck on level four then you were wrong. The SegaPro *Immortal* solution is back with a vengeance for the deeper levels.

Judging by the amount of mail and distraught phone calls Damian has answered, the first instalment of our exclusive solution was gratefully received by SegaPro readers stuck on the game. In particular, the last room of level two where you are required to place the three gems in the correct order on the floor was the most common stumbling block. The message given by the King was "right, left, centre" and this relates to the three holes on the outside of the stars. If you looked closely on the map, the exact combination was displayed, but for those of you who constantly phone up, here is the code again.

The first gem goes in the right-hand hole of the left-hand circle, the second is placed in the left-hand hole on the middle circle and the last gem is dropped in the middle of the right-hand circle. Alright? Good, now on with levels four, five, six, seven and eight.

LEVEL FOUR

This level is surprisingly short but extremely dangerous. It begins with you being attacked by a troll. The man who you saved on level one stabs him in the back (a clue as to his morals) and then gives you a magic carpet before disappearing. Go to the top of the room and enter the next through the door.

You are faced with a large space filled with fire traps and hidden worms who will tear you apart. Quickly get on the carpet and sail over the hazards making sure you avoid the fire pipes because they can still fry you. Make your way around to the left and get the ring from the Ana's clothes. Now approach the door at the top and go through it.

The next room is very similar in the fact that it is deadly without the carpet. After an initial corridor it widens to a crossroads. Continue across and enter the room at the bottom. It is best to rest here before continuing because the next room can be very exhausting.

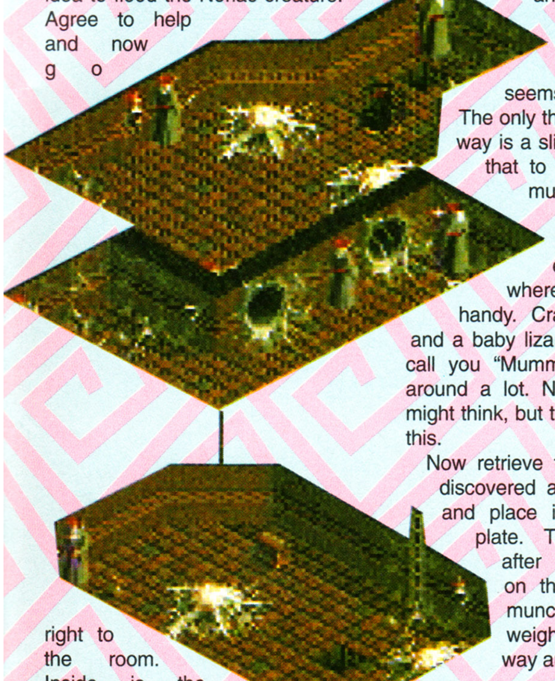
Here you are in a troll training camp. The teacher attacks a helpless goblin and the pupil (who was learning) turns to face you and immediately attacks. This guy is no problem, so as soon as you defeat him, don't hang around for the big dude to finish the goblin, he's beyond help. Go straight down the ladder.

Ever downwards you go. Here you meet Ana, daughter of Dunric, at last. Give her the ring you found in her clothes earlier on and she will give some useful information as well as a hug and a kiss.

Now drop down to a room with the now familiar five pointed star. You will recognise it as one of Lindi's complicated locking mechanisms. Following Ana's instructions. Walk around it three times clockwise to open the trap door. I think you'll agree this is one of the cleverest parts of the game.

LEVEL FIVE

Level five opens with a muscular goblin running towards you. You may feel inclined to attack, but in fact this loathsome being is a messenger (albeit a very green and smelly one). Take the egg and follow him into the next room and listen to the council's idea to flood the Norlac creature. Agree to help and now go right to the room. Inside is the friendly vendor you last met on level two. This time he has a potion for you but there is no haggling about the price this time.



With the unidentified potion stashed in your robes it's time to get to the real meat of this level. Go back to the council room and walk up to the hole in the wall. This gap is far too small for a hulking wizard such as yourself, so you've go to make like Alice In Wonderland and shrink using the potion.

Now in miniature, run through the hole and into a room with two trolls and a chest. Avoid the stomping feet and dodge your way to the chest as the spell wears off. Immediately open the chest and drink the water as this stops you losing energy from the side effects of the potion. Also take the sensor and fireballs, now kill or avoid the trolls and exit to the left.

Use the fireballs to slay the flying lizards in this level and get the key from one of them. Now comes the hard part!

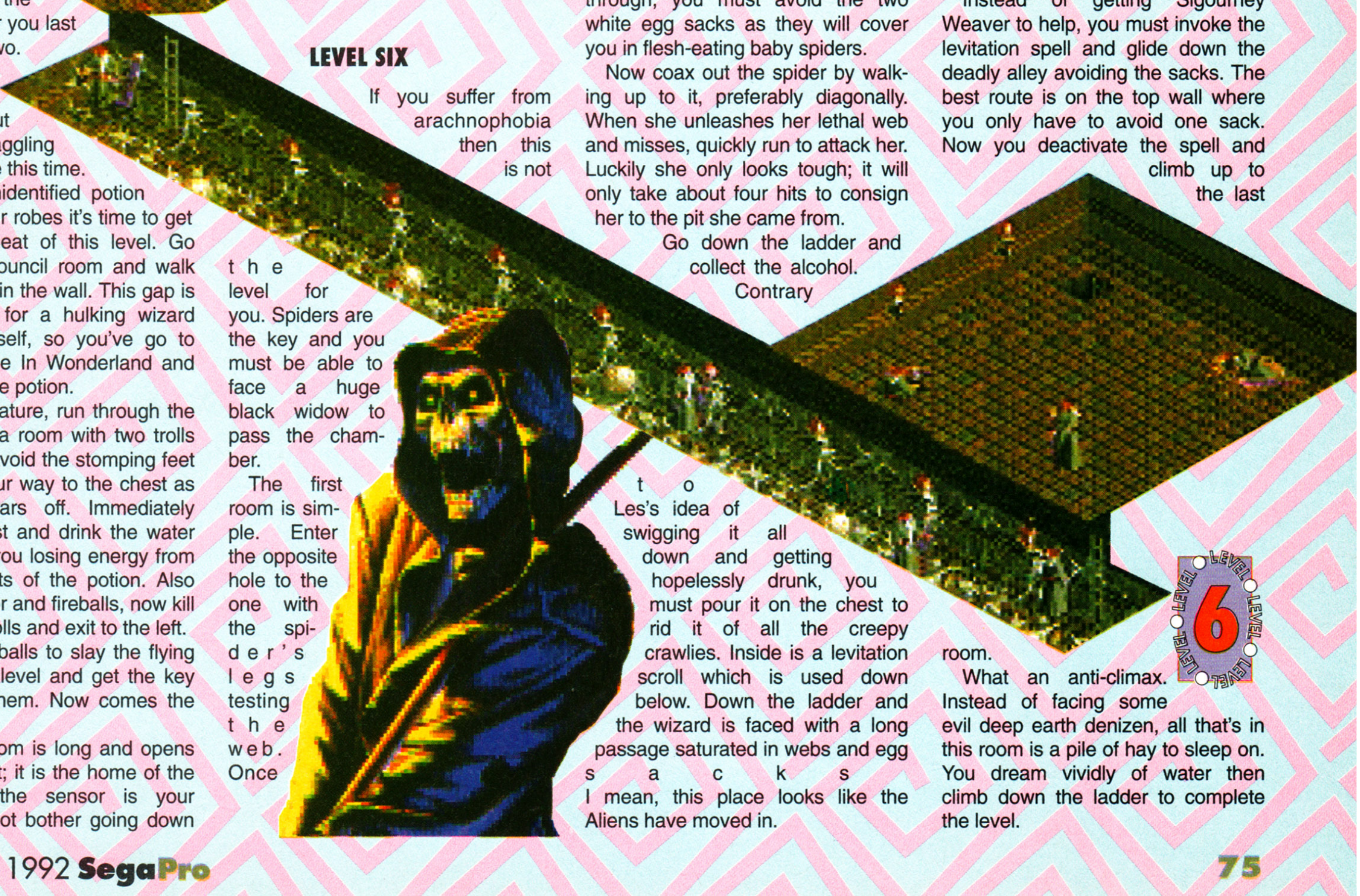
The next room is long and opens out to the right; it is the home of the worms and the sensor is your weapon. Do not bother going down the ladder as it leads nowhere.

Here comes the tricky bit. Learn the route around the ladder and part of the way into the wider room to save the sensor power. Now activate it and follow the route it dictates with a low pulse. There is a safe route to the door but it takes time and practice to perfect.

This is the last room and the exit seems straightforward. The only thing standing in your way is a slime. The problem is that to open the exit, you must put something on the pressure plate so that you can escape – this is where the egg comes in handy. Crack open the egg and a baby lizard will automatically call you "Mummy". It will then fly around a lot. Not very useful you might think, but there is a point to all this.

Now retrieve the bait which was discovered all those levels ago and place it on the pressure plate. The lizard, hungry after its hatching, dives on the bait and begins munching. His additional weight opens the doorway and you can exit.

LEVEL SIX



If you suffer from arachnophobia then this is not the level for you. Spiders are the key and you must be able to face a huge black widow to pass the chamber.

The first room is simple. Enter the opposite hole to the one with the spider's legs testing the web. Once through, you must avoid the two white egg sacks as they will cover you in flesh-eating baby spiders.

Now coax out the spider by walking up to it, preferably diagonally. When she unleashes her lethal web and misses, quickly run to attack her. Luckily she only looks tough; it will only take about four hits to consign her to the pit she came from.

Go down the ladder and collect the alcohol. Contrary to Les's idea of swigging it all down and getting hopelessly drunk, you must pour it on the chest to rid it of all the creepy crawlies. Inside is a levitation scroll which is used down below. Down the ladder and the wizard is faced with a long passage saturated in webs and egg sacks I mean, this place looks like the Aliens have moved in.

Instead of getting Sigourney Weaver to help, you must invoke the levitation spell and glide down the deadly alley avoiding the sacks. The best route is on the top wall where you only have to avoid one sack. Now you deactivate the spell and climb up to the last room.

What an anti-climax. Instead of facing some evil deep earth denizen, all that's in this room is a pile of hay to sleep on. You dream vividly of water then climb down the ladder to complete the level.

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LEVEL SEVEN

A great chain of important events unfold in this penultimate level. First of all there is the dying breath of Dunric at the hands of a troll. Kill the heartless beast then give Dunric the ring you found all the way back on level one. He will give you three scrolls to defeat the Dragon with. Now climb down and kill the agent of Mordamir who you rescued on level one and who saved you on level four. As you may have realised, every action has a reaction and a consequence in *The Immortal*.

Now go to sleep and regain those vital health points because next it's time to clobber the Norlac creature for the Goblins. As you descend the ladder, you clamber onto a barrel and through a combination of diagonals; you can steer it around the water-borne obstacle course.

The object is to go up to the Norlac and when he disappears and the bubbles start heading towards you, paddle like crazy and try to stay ahead as you make your way to the whirlpool and let dive in. As your frail body is plunged into the maelstrom, you can watch the Norlac swiftly follow. You have now completed the level but its time to face... the DRAGON.

LEVEL EIGHT

You might be fooled into thinking this ultimate level is a push-over, but believe me, it's not. Grab the contents of the chest and descend into a plain room with no apparent exits. I say apparent because the exit is through a pit in the floor, so don't fight it man, go with the flow.

You land on a precarious ledge with the huge Dragon rising slowly to face you.

Before the action really hots up, go to the inventory and activate the six blink spells. Now when you press A you will disappear for about two seconds. The Dragon will raise his head and only when his eyes glints, press A and his breath will roast the ledge but not the wizard. He does this three times then one very quickly and twice more, now he rears up twice for an extra big burst of flame. To survive this, you must invoke your fire protection spell when his eye glints the second time. Now he's very tired, quickly grab the amulet and hold it up to stop him in his tracks.

Whoooosh! Low and behold Mordamir will teleport in and bore you to death with his long boasts and predictions of your death. Now he will raise his arms to the sky and shoot off three bolts of lightning. When they have disappeared, activate your statue spell once and the sparks will not harm you. After his four bursts, he will try to explode your head with a sonic attack. The moment he moves, fire your sonic spell and you will be safe. Now it's just two more bolts to live through, then Mordamir gets mad. He unleashes the deadly animate spell and resurrects the pile of bones who take a swipe with a scythe. The last statue spell will avoid this untimely death.

With Mordamir's magic used up, he relies on the amulet to protect him from the Dragon's breath. Now's the time to use the magnetism spell and the amulet will fly into your eager hands.

The culmination of all your efforts in the quest so far is at hand. This is what it has all been for. The Dragon turns to Mordamir who stands vulnerable on the outcrop, and with a vicious burst of flame, he is turned into a human torch that plunges to the depths forever. Scratch one evil wizard.

As you wander what to do next, a rope drops and a goblin helps you out to a glorious victory, well almost.

And there you have it: the conclusion of the exclusive SegaPro solution to EA's *The Immortal* to collect and keep. Look out for more comprehensive guides to the top games

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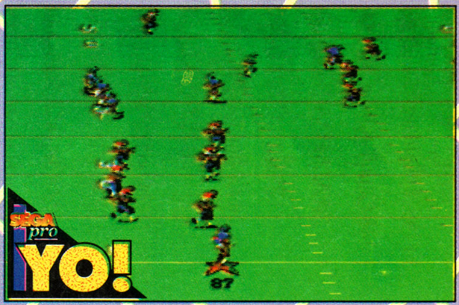

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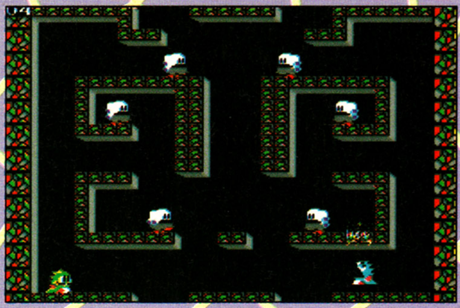

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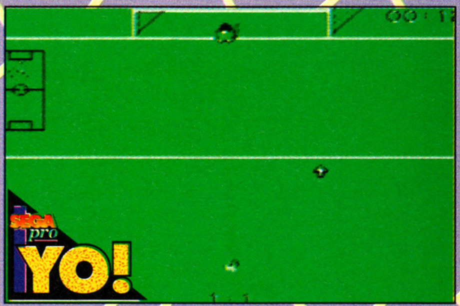

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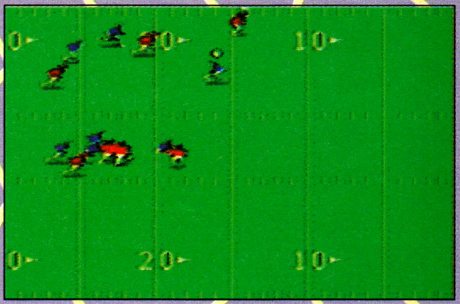

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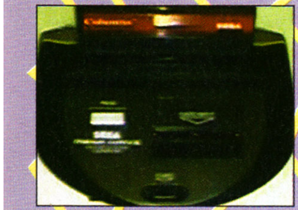

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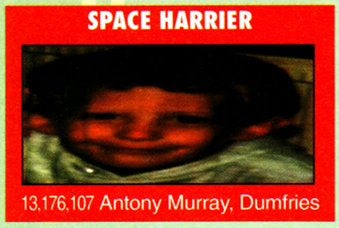

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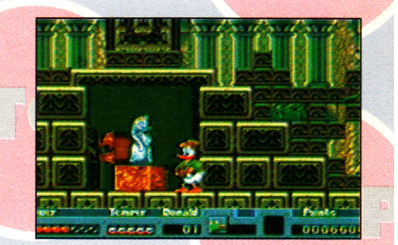
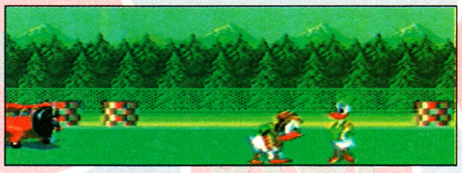
QUACKSHOT

MEGA DRIVE

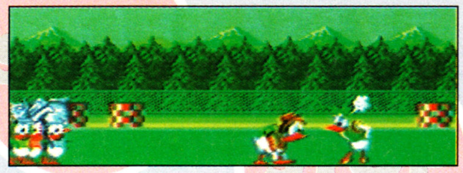
Uncle Scrooge has given Donald a map to locate some hidden treasure. Poor Donald must leave his beloved Daisy and embark on a trip across the globe in search of the booty. Heuy, Dewey and Louie help by flying their Uncle Donald's plane, but they too are lost on the way...



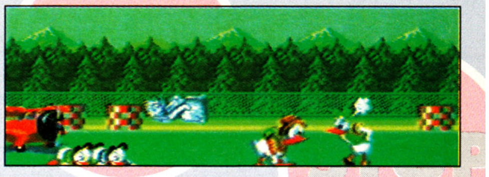
Donald's troubles are over. After travelling the world he has found the treasure.



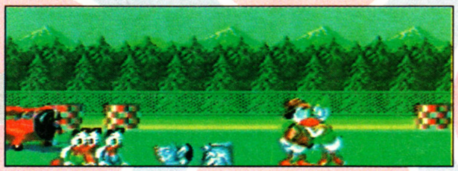
Ungrateful Daisy greets the weary Donald with a loving "Where's my ✳✳✳✳✳ present?"...



Daisy erupts with anger as Huey, Dewey and Louie bring on the ancient Duck statue...



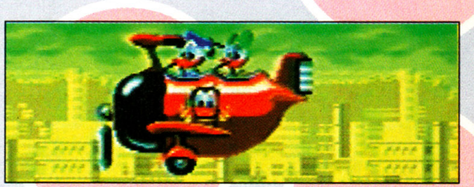
Oops, the ducklings trip and drop the priceless relic onto the floor...



As the statue smashes, inside is a priceless ruby necklace. Donald receives his sloppy reward...

WARNING! WARNING! WARNING! WARNING!

THIS PAGE CONTAINS GAME COMPLETION SCREENS

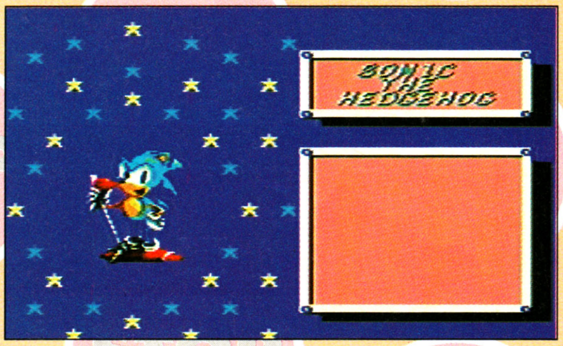


All's well that ends well, the Duck family fly to a tax haven for rich cartoon characters.

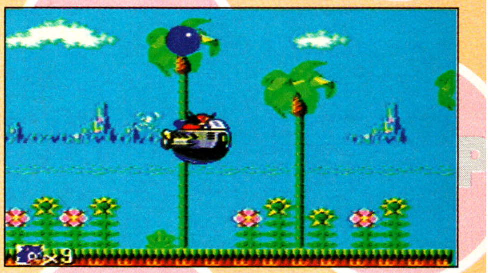
SONIC THE HEDGEHOG

MASTER SYSTEM

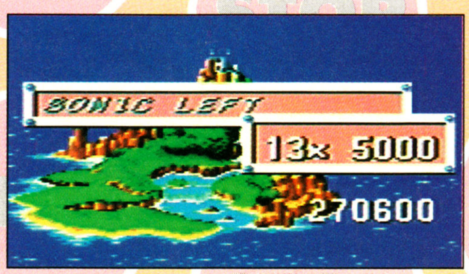
The evil Dr Ivo Robotnik has taken all the animals and turned them into robots. There's only one creature left, a hedgehog called Sonic. This cheeky youngster now has the future of the animal kingdom resting on his shoulders. He must find Robotnik and free the animals from slavery.



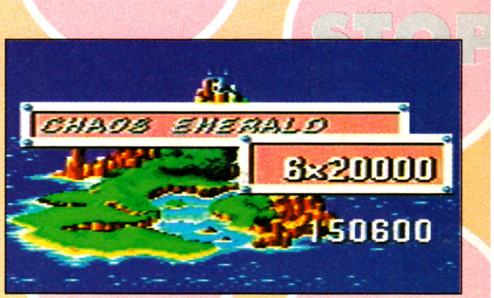
Sonic tries out a little animal karaoke as he blasts out the programmers' names for all to hear. What a cheeky hog.



Robotnik tries to escape but old Sonic is too quick for him. A quick bounce on his flying machine and it's all over. Maybe, it was made out of an old 2CV or something to suffer that much damage from a hedgehog.



Totting up at the end. This shows that we didn't need to find all those extra lives, so stop telling us about it. After all, if you can't do it with 13 extra lives you should go back to playing Snap. At one point in this game, we had 19 lives on the board!



Just to prove that we do know where all the emeralds are. 120,000 points in the bag to add to your score. Sonic is a sensible chap, he risks life and limb to get these gems and then he throws them all away. Weird.

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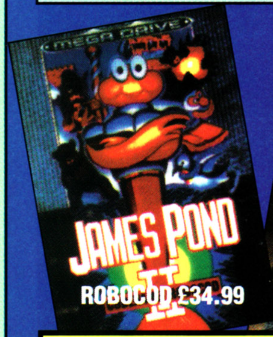

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